

Tecmo Secret of the Stars FAQ/Walkthrough

by Darth_Ragnarok

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Tecmo: Secret of the Stars
Guide for the Super Nintendo game
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Version Finished
THERE ARE EXTREME SPOILERS IN THIS GUIDE

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There is a very good feature built into this program called "find". Simply hold down "Ctrl" and "F" to have a menu pop up. If you type in a word, it will take you to every word in the document that matches it. Each heading will have a four letter combination in parenthesis beside it. Just type in that four letter combination to go straight to that specific section.

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Note from the Author (NOT1)

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I would first like to open this section with this statement: compliments and reviews are always welcome. Just send them to me via email with the subject as 'review Tecmo'. This is my first walkthrough, so please take that into consideration before filling my inbox with hate mail because you don't like this guide. If I get some positive feedback, my next guide will be for Pokemon Silver. Also, I just thought that I should mention this: I like to read other people's walkthroughs, even though I might not own that certain game, so I'm going to make this walkthrough excruciatingly detailed (down to (roughly) the exact text of what plot advancing people say) so that other people like me can enjoy this guide. On a final note, this game was translated horribly. I tried to clean up some of the dialogue so take note that any mistakes in grammar are due to the game and not me. Now, enough procrastination; scroll down to read my guide for Tecmo's: Secret of the Stars.

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New Note from the Author (NOT2)

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It has been two long and eventful years since Secret of the Stars erased itself on me at the end of the final battle. I'm a Junior in High School, I have an Xbox 360 and all 3 last gen consoles, I now am an avid player of Xbox Live (Ragnarok's Wish if you play Halo 3 or Call of Duty 4) and have had extended stints in Guild Wars and still play World of Warcraft (I plan to get back into it when the expansion comes out. I will soon be starting a new playthrough to this, due to 3 lone posters who think that I should finish the fight. New additions to the walkthrough will be highlighted with brackets. I plan to start over Spring break, and update twice. Once will be after the final battle, and the other will be my final copy.

There will be no Kustera playthrough.

I now go to school, come home, go to work, do homework, eat and sleep. Video games fit in every chance I get. If you have advice about the game or see an error in my guide, I'm still at [timothy\\_jones@hotmail.com](mailto:timothy_jones@hotmail.com). The author has spoken, the audience is listening.

June 26, 2008-

I had really given up hope on this project. I had not picked up my controller since that day in 2006 when my game erased itself yet again, right before the final battle. But then a strange thing happened a few months ago. I recieved my first e-mails ever about this FAQ, and they encouraged me to start anew and to finish, in one of their opinions at least, the best FAQ ever. So I tidied up the

current version and resubmitted it, only to have it rejected. I deleted the file from my computer. Now, just 2 months after my seventeenth birthday (I started it on my 14th) I find myself finished with it. Three long years and here I am.

Thank you Bridie Brown, Nicholas Boatright and Shahfaisal Islam.

You encouraged me.

-----  
People that join you (PEP1)  
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\*David- As the first member of the Kustera party, David is present at the awakening of Ray's inner Aqutallion self. David can be recruited in the southeast house in Likado.

\*\*Tina- See "Main Party Descriptions"

\*Ryu- Ryu starts out as a dog in the plagued town of Beegees. After being turned back into a human, Ryu joins your party in the northeast house in town.

\*Ben- After the group persuades Ben to stop being lazy, he reveals his true identity as a Kustera. Ben can be found in the northern bar of the main section of Decatas.

\*\*Cody- See "Main Party Descriptions"

\*\*Leona- See "Main Party Descriptions"

\*Andy- First of the Ari brothers. He originally was the champion of boxing until Ray came in and beat the crap out of him like Arnold Schwarzenegger versus Chicken Little.

\*Arthur- Second of the Ari brothers. Arthur was just chilling in Sleepers until Ray came to call. A short battle woke him up considerably.

\*\*Dan- See "Main Party Descriptions"

\*Shark- He waited until you had a full party before joining you. He has no mp, but makes up for it with an excellent attack.

\*Jubei- Second to none as far as swordsmen go. You recruit Jubei after beating him in a duel in the Onsaka versus Edon feud.

\*Murray- This magic user was originally stationed in a temple located inside of the town of Moreeyes. He enlisted the help of the Aqutallion in regards to a stolen artifact.

\*Evelyn- She just up and joins your party at Elekees.

\*Kathy- She is ordered, along with Beth, to assist you with the destruction of Gara's forces. You join with her in the town of Amaboss.

\*Beth- She is ordered, along with Kathy, to assist you with the destruction of Gara's forces. You join with her in the town of Amaboss.

\*- Kustera  
\*\*- Aqutallion

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Main party descriptions (PAR1)

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The Fire Aqutallion- (Name- Ray, Gender- Male, Race- Caucasian, Hair Color- Blond) Ray sets out on a journey to follow in his murdered father's footsteps by becoming an Aqutallion and fighting against the evil forces of Homncruse.

The Ice Aqutallion- (Name- Tina, Gender- Female, Race- Caucasian, Hair Color- Blue?) We meet Tina inside of the church in Beegees, and like any other damsel in distress, Ray feels the need to rescue her from Badbad's henchmen. Little did he know at the time that she too was destined to bring about the fall of Homncruse.

The Wind Aqutallion- (Name- Cody, Gender- Male, Race- Caucasian, Hair Color- Brown) The circus has come to the city of Decates. Their main attraction: the third Aqutallion transformed into a lion. Immediately Ray and Tina give chase to recover their ally.

The Electric Aqutallion- (Name- Leona, Gender- Definitely female, Race- Caucasian, Hair Color- Red) Once a thief (and a hot one at that) Leona is kidnapped by Dram, only to be hidden in a ridiculously easy place to find. Leona is pissed off, and never get someone who has Bolt3 at her disposal mad at you.

The Prosperous Wiseman- (Name- Dan, Gender- Male, Race- Caucasian, Hair color- Purple) Dan is the equivalent of a Red Mage. Possessing explosive and healing techniques, Dan is the orphaned son of the last Aqutallion.

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Magic and its uses (MAG1)

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In this version of the guide, I will only be doing things with the Aqutallion group, (except for crucial parts) so I will only cover magic that they gain. The Kustera group comes in version 2.

Ray's magic

Level 1- Fire level 1  
Level 3- Heal level 1  
Level 5- Coma level 1  
Level 7- Flee level 1  
Level 9- Fly By level 1  
Level 12- Repel level 1  
Level 13- Heal level 2  
Level 15- Fire level 2  
Level 16- Coma level 2  
Level 18- Coma level 3  
Level 19- Life level 1  
Level 22- Land level 1  
Level 23- Life level 2  
Level 24- Fire level 3

Level 26- Land level 2  
Level 27- Heal level 3  
Level 29- Land level 3  
Level ??- Life level 3

#### Tina's magic

Level 1- Heal level 1  
Level 3- Freeze level 1  
Level 4- Fast level 1  
Level 5- Slow level 1  
Level 6- Cure-A level 1  
Level 8- Cure-B level 1  
Level 11- Mute level 1  
Level 12- Freeze level 2  
Level 13- Cure-A level 2  
Level 14- Heal level 2  
Level 15- Fast level 2  
Level 16- Cure-B level 2  
Level 17- Mute level 2  
Level 18- Slow level 2  
Level 19- Life level 1  
Level 20- Cure-A level 3  
Level 21- Mute level 3  
Level 22- Fast level 3  
Level 23- Cure-B level 3  
Level 24- Life level 2  
Level 25- Slow level 3  
Level 26- Heal level 3  
Level 28- Freeze level 3  
Level 30- Life level 3

#### Cody's magic

Level 1- Storm level 1  
Level 8- Coma level 1  
Level 11- Fly By level 1  
Level 13- Step level 1  
Level 14- Coma level 2  
Level 15- Power level 1  
Level 16- Antpwr level 1  
Level 18- Power level 2  
Level 20- Antpwr level 2  
Level 21- Coma level 3  
Level 22- Storm level 2  
Level 24- Antpwr level 3  
Level 27- Power level 3  
Level 29- Storm level 3

#### Leona's magic

Level 1- Bolt level 1  
Level 7- Cure-B level 1  
Level 10- Evade level 1  
Level 12- Mirror level 1  
Level 14- Cure-B level 2  
Level 15- Evade level 2  
Level 17- Antspl level 1  
Level 18- Vanish level 1  
Level 20- Mirror level 2

Level 21- Cure-B level 3  
Level 23- Bolt level 2  
Level 24- Antspl level 2  
Level 25- Vanish level 2  
Level 26- Evade level 3  
Level 27- Mirror level 3  
Level 28- Antspl level 3  
Level 29- Vanish level 3  
Level 30- Bolt level 3

Dan's magic

Level 1- Bomb level 1  
Level 11- Heal level 1  
Level 13- Flee level 1  
Level 16- Heal level 2  
Level 19- Regain level 1  
Level 21- Bomb level 2  
Level 23- Regain level 2  
Level 25- Heal level 3  
Level 28- Regain level 3  
Level 30- Bomb level 3

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Specific Magic descriptions

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Fire, Freeze, Storm, Bolt, and Bomb (1), (2), (3)= Provide damage in that element respectively. The higher that the level is, the higher the damage that is done to an enemy. Bomb does non-elemental damage.

Heal (1), (2), (3)= Heals a single party member. The higher the level, the higher the amount that is healed.

Coma (1), (2), (3)= Levels (1) and (2) can put a single enemy to sleep. 3 can put a group to sleep. The higher the level, the higher the chances of enemies being put to sleep.

Flee (1)= This works in any place that has monsters (except for the world map). You immediately exit the place that you're in to the world map.

Fly By (1)= A warp spell. You can travel back to specific towns that you have already been to.

Repel (1)= Monsters don't attack as much. (Personally, I don't notice much of a difference)

Life (1), (2), (3)= Can bring an ally back to life. The higher the level, the higher the chance that a party member will come back to life. Also, the higher the level, the more hp a newly risen ally has.

Land (1), (2), (3)= Honestly, I don't know. Email me with the answer please, if you have it.

Fast (1), (2), (3)= Level (1) increases speed and defense of one ally by two points. Level (2) increases the defense and speed of an ally by four points. Level (3) increases speed and defense of all party members by three points.

Slow (1), (2), (3)= Level (1) decreases speed and defense of an enemy by two points. Level (2) decreases the speed and defense of an enemy by four points. Level (3) decreases speed and defense of all enemies by three points.

Cure-A (1), (2), (3)= Level (1) cures poison, level (2) cures illness, and level (3) cures mute.

Cure-B (1), (2), (3)= Level (1) cures stop, level (2) cures sleep, and level (3) cures daze.

Mute (1), (2), (3)= Can prevent an enemy from casting magic. The higher the level, the higher the probability that the enemy will not be able to cast magic.

Step = Prevents damage from being taken while walking on hazardous flooring.

Power (1), (2), (3)= Level (1) increases strength of the person who uses it by two points. Level (2) increases the power of the person who uses it by three points, and level (3) increases the power of any person by four points.

Antpwr (1), (2), (3)= Levels (1) and (2) take varying amounts of hp from the enemy, while level (3) takes the hp from you.

Evade (1), (2), (3)= Levels (1) and (2) can decrease an enemy's chance of hitting you, and level (3) puts the daze status ailment on the enemy.

Mirror (1), (2), (3)= Levels (1) and (2) put a magic deflecting barrier on you. Level (3) puts one on the entire group.

Antspl (1), (2), (3)= Levels (1) and (2) take varying amounts of mp from the enemy, while level (3) takes the mp from you.

Vanish (1), (2), (3)= Levels (1) and (2) have the ability of possibly making an enemy disappear. Level (3) can make a group disappear.

Regain (1), (2), (3)= Levels (1), (2), and (3) restore varying amounts of hp to the entire party. The higher that the level is, the more hp that is restored to the party.

-----  
The in game and battle menus (MEN1)  
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The in game menu

Any time that you are not talking to somebody, in the middle of a battle, or are in a cut scene, you can access the in game menu by pressing B. Two portions of a black screen come up. The one on the bottom always shows your party's status at this time. The one on top has six options: Magic, Inventory, Equipment, Status, Setup, and Switch groups. The first one, magic, displays all useable field magic for each member of your party. Inventory brings up your list of the items that you currently have. Equipment brings up the whole outfitting of your party, as well as your stats. Status allows you to view your party's current level, strength, hp, etc. Also, it allows you to change the order of everybody in your group. Your total gold is shown here. Setup allows you to change a few of the game's mechanics. Switch groups is exactly that: Change gameplay to the Kustera or Aqutallion groups.

The battle menu

The battle menu shows your party's stats and has five options: Fight, Automatic, Setup, and run. Automatic puts the AI in control of your party, run let's you get away (hopefully) from the enemy, fight takes you to a new screen, which is pretty simple and self explaining, and setup. In setup, you can choose whether animation is present as well as the battle message speed. At the end of all of the command choosing for every party member, you have the option of using unity magic, which is when two characters combine magic for boosted power. Here are unity magic combinations:

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Version history (VER1)

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Version 1.0

Finished walkthrough up to the point where the Ari Bros join you.  
I haven't even started the Kusterera Quest.  
"People who join you" isn't finished.

Version 1.1

Finished walkthrough up to the second floor of Booth's Castle.  
I haven't even started the Kusterera Quest.  
"People who join you" only needs two more additions.

Version 1.2

Finished walkthrough up to the point where you enter Jeep Volcano again.  
Finished the Kusterera Quest.  
"People who join you" is finished.  
Added "Credits"

Version 1.3

Finished walkthrough up to the point of the Final Battle.  
Fixed most Grammatical and Spelling errors.

Version 1.4

Added inspirational note, fixed more grammar, spelling, spacing issues.  
Will restart game and see it through the end.

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Walkthrough

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Prelude (PRE2)

Ah finally, the heart and soul of this and every walkthrough. Okay, you turn on your SNES. (A white background appears with TECMO presents as the main message. The screen then goes to a black background that has LICENSED BY NINTENDO on it. Then we get to the prelude: A boy goes into a house and walks up to a guy with a (really) big nose.) Guy- What? Oh, it's you. I know you're here daily. Do you like my books that much? If you want, feel free to read any of the books from the book case. I see...you picked that book. You must like



adventures. That's the most exciting adventure story that I've ever had and wrote about. I've found the best friends in my life through that adventure. Yes, they were really our "Stars of hope" (fade black. Five orbs of light appear in a circular patten one by one. They then converge into one large sphere and explode outwards from vision. The words TECMO SECRET OF THE STARS appear. The screen then goes to a biplane flying across a plain with snow-capped mountains in the background. The title is still here, but it is now joined by this information: LICENSED BY NINTENDO (C) TECMO,LTD.1995. Press start to get to the main menu. You can start a new game, continue a previous game, or delete a game. I'm starting a file. Now, you can name your character anything that you want, but for the purposes of this guide, I'm going with the default name of Ray.

Heart Island (HER2)

You start in a house with a bed beside you. If you use this bed, or any other on Heart Island, you can restore your hp and mp (when you have gotten some). The dresser to the left has an Antidote in it. This item cures poison. If you go south towards the door, you may notice a pot. Search it for a very helpful 50 gold. The left most dresser in the house houses a plum-plum. This item, along with bread and meatballs restores hp to a single party member. Leave the building...huh? you can't leave? Well, there's nothing for it; talk to the girl hat keeps walking around the room. She says- Oh! Good morning Ray! It looks like it is going to be a nice day today. Are you still searching for the crest of stars? That crest was your father's. It is very precious to you. I hope you find it. Be very careful! We have had many earthquakes lately on the island. The earthquakes have caused many wild animals to inhabit this island.(Free Play Restored, hereby called FPR) Now you can leave the house. The man with the hat on outside will give you two plum-plum items if you ask him. Also, if you use one up in battle, come back to him to get one more. On a side note, after you leave Heart Island, it will be a very long time before you come back here, so keep one plum-plum in your inventory until I say otherwise. This is worth a pretty penny to you, so KEEP A PLUM-PLUM! Okay, we can leave this place. Exit to the world map. My advice is to immediately train to level 2 and then go to the town to the east of you. Don't forget, you can go back to your bed to get healing if you need it. (Ray reached level 2)

Okay, time to go into town. You should see a blue house with a face on the roof south of where you entered. Go into it to see a shock: This is the same house that was in the prelude. Go up to the man to learn that he is Uncle Save and that, through him, you can save your game. Do so. Go to the item shop (has a pot above the door) and purchase two bread items and an antidote. Don't buy anything at the weapon and armor shop yet. To do this next part, make sure that you are fully rested, because this is your first mini boss of the game. Go into the house that is the most northeast. In here, go to the far left cluster of dressers to get 50 gold. Then go up top the part of the house with the cat standing between the two beds. Talk to the cat. Cat- Meow...I am just your everyday normal cat! Not! I'm Cat Boo! You!...I don't like the way you look. I'll beat you! (People overuse exclamation points in this game)

~Cat Boo~

Hit Points- Around 50

Experience- 16

Gold- 6

My Battle:

Ray-Fight-Cat Boo-11 damage

Cat Boo-Fight-Ray-5 damage

Ray-Fight-Cat Boo-12 damage

Cat Boo-Fight-Ray-5 damage  
Ray-Fight-Cat Boo-10 damage  
Cat Boo-Fight-Ray-4 damage  
Ray-Fight-Cat Boo- 12 damage  
Eliminated Cat Boo  
Won the battle  
Got 16 EP and 6 G

Since I leveled up once before I fought him, Cat Boo was a cinch. Just attack normally. When he falls, he gives you a very decent amount of experience. Note- heal if your health goes below 10, just in case Cat Boo scores a critical hit.

Cat Boo- Umm...! I'll never forget your face!!(He disappears). (FPR) Leave that house and go to the southeastern most one. Go straight up to find an antistop. This item cures the 'stop' status ailment. Now go talk to the man that is pacing around. Man- Ray? (Answer yes) My name is David of Kustera. Your father was the great Aqutallion. Ray! Homncruse's evil power is increasing. Our world will be consumed by darkness if he is not stopped. You must seek out the crest of stars soon. Then you can be called "Aqutallion Warrior". Only when you become the Aqutallion will you be able to defeat Homncruse. The crest of stars is located somewhere in the mountain. Hurry! Ray! Hurry! (FPR). Exit the town now. Head northeast until you see two mountains. (Ray reached level 3: Learned Heall when you get magic)The mountain at the top is the one that you want to enter right now. Once you're inside, you should only have one path that you can follow. Once you get to the end of the path you should see a doorway. Enter it. You are now inside a stone room with two yellow tiles. If you enter the one at the top, you will be in the Red Fountain with nothing to do, so step on the other yellow tile. (You become a star and fly off of the screen. The screen fades to a white field. A man appears.) Man- Become "Aqutallion" Ray...my son...Ray...Your task is to become an Aqutallion and beat Homncruse, ruler of darkness. Fight Ray! (You come back to the room. A pillar of light stretches above you and a star envelops you.) You obtain the Starcrest item! Ray became Pennon! (David walks in) David- Finally, you are "Pennon". This is only the first step to become a saint warrior of Aqutallion. Even though you are "Pennon", you are still a kid. Whenever you get into trouble, feel free to call us for help at anytime. We Kustera can switch and fight for you at anytime. First, go destroy the Homncruse follower who lives in Jeep Volcano. Jeep Volcano has an entrance in the nearby mountain. Let's fight together until we destroy Homncruse. (David joined you!) He becomes a tent in front of you. Now you can use the switch option to change to the Kustera party. (FPR) Check your status...YEAH! Now we have magic! Now that we have mp, it will be a lot easier to train since we can heal ourselves without using all of those expensive items. Now...we need a few things. Save up money until you have enough money to buy two shortsword items, a nomalhat and a hard suit item. Save the nomalhat for last, because you can immediately buy it after selling your default armor and any armor you might have gotten from monsters. Trust me, you'll want Tina to have a decent weapon later on, so buy those two short swords. We're buying the hardsuit because we're going to make this next part (and boss battle) insanely easy. Oh, and the hardsuit also protects against poison, so we want that. Since fighting monsters is the only way to gain gold at this point, let's do some training.

The monsters in this region are called: Slime, Red Slime, Pig Man and Bad Slime. All of the Slimes are easy to defeat, but you need to watch out for the Bad Slimes, because they can poison you. Until around level 4, the Pig Men will take about two hits to kill. Now, I recommend that you go into the lower of the two caves in the northern region, because the monsters give a little more ex and gold. But don't go past the first screen yet. In addition to the monsters on the world map, Bats, Hedgehogs, Stun Rats and Quills are the enemies here. The only things that you should look out for here are the Quill and Stun Rat, which are a little harder to beat than the Hedgehog. However, after buying your first

shortsword and equipping it, every enemy in this area should fall in one hit. Since we have magic now, you wouldn't have to go rest as often because now you can just heal when needed. When your hp goes below 20, heal. (Ray reached level 4) (Ray reached level 5: Learned Coma1) (Ray reached level 6) (Ray reached level 7: Learned Flee1) Okay, that's done. Now go back to your house and sleep in your bed (it recovers mp too; anywhere else only restores hp) then go to Uncle Save and record your progress. You should have picked up about five or six plum-plums from enemies, so you don't need to buy any bread. Just remember, keep a plum-plum in your inventory for later on in the game. Since nobody knows Cure yet, pick up two antidotes at the item shop.

Now we can get down to business. Go back to the place that you were training in (the lower of the two upper mountains) and advance to the second screen. Welcome to Jeep Volcano. It's my suggestion that you use magic sparingly, since you (possibly) might need to heal for the boss. The monsters in this area are the same as in the cave. I didn't want you to train here because if you ran out of magic it'd be a longer walk back to a source of healing. Anyway, head immediately left and up the first ladder you see. Open the chest for a Rat-tail, which lets you escape from a dungeon. In this area, there is a blue force field that you cannot open. If you want to, you can switch to the Kustera party (level David up to level 3) and open these blue force fields, but I'm not going to cover any of the Kustera activity in this play through. There is an excellent feature later in the game though, and it lets you transfer items between parties. There is a mandatory involvement between both parties, so it's wise to keep both parties fairly equally leveled. Go back down the ladder and head left until you can see a yellow force field (head southwest for another Kustera force field) that only the Aqutallion party can open. Head up the (completed) ladder and head all the way left for a chest containing an antidote. Head up the ladder to the entrance of the next area. The screen shakes ominously as you draw near. You emerge into a cloudy mountain pass with a straightforward path that nobody could possibly get lost on. Go through the exit into the obviously stony volcano cliff top. Head right and up until you see the exit, which is right next to the crater. Uh oh, a ladder leading down in to the abyss? Not good. There are three new enemies here: The Goblin, Cat Boo and the Bone. Cat Boo's a joke, but both Goblins and Bones can deal and take a lot of damage unless you got the hardsuit, so be careful and watch your hp. Don't worry, right before the boss battle you have the chance to be healed (not mp). Go down the ladder and enjoy the sinister music that is playing. Head right down the next ladder, and the next, and the next (hey, they overdid ladders in this dungeon) and the next until you see a treasure chest that contains another antidote. Head left to see a chest with a nomalhat in it. Head up the ladder, left, and down the ladders. Take the path around the lava and head upwards along the thin path beside the door to get a chest with bread in it. Head through the door now. (Ray reached level 8) However, if you are less than 50ex from level up, fight a little more to have that extra advantage over the boss. Go down the...STAIRS! No more ladders! Don't talk to the man yet but sleep in the bed. Then talk to Gari.

Gari- I'm Dr. Gari. I've been waiting for you Ray. Feel the wrath of my latest invention as it wakes Jeep Volcano and destroys the island. The wishes of Master Homncruse will be fulfilled! I'll destroy you along with Heart Island!

~Dr. Gari~

Hit Points- Around 130

Experience- 116

Gold- 0

My Battle:

Ray-Fight-Gari-22 damage

Gari-Blow Fire-Ray-6 damage

Ray-Fight-Gari-18 damage  
Gari-Fight-Ray-1 damage (3 cheers for the hardsuit)  
Ray-Fight-Gari-20 damage  
Gari-Blow Gas-Ray-4 damage  
Ray-Fight-Gari-20 damage  
Gari-Fight-Ray-1 damage  
Ray-Magic-Fire1-Gari-12 damage  
Gari-Blow Gas-Ray-9 damage  
Ray-Fight-Gari-21 damage  
Gari-FightRay-1 damage  
Ray-Fight-Gari-18 damage  
Eliminated Dr. Gari  
Won the battle  
Got 116EX

Dr. Gari just didn't want to die. He has a natural resistance to Fire magic, so I saved my magic for the Healing that I never needed, thanks to my trusty hardsuit. ~Not confirmed~ When Dr. Gari blows gas, he can poison you. I will confirm this in my Kustera play through, version 2.0. Just attack him physically and he'll eventually fall.

Gari- No...Not Yet...Ha, Ha, Ha! I flipped the explosion switch! Explosion... can't be...avoided...Aha, ha, ha! Viva Homncruse (he dies) The lab and Heart Island go up in flames with the eruption of Jeep Volcano. You wake up in a strange place with David and another person. Man- Are you with it Ray? My name is Bosen. I rescued you guys in the nick of time. Your father has been destroyed by Homncruse. Don't forget that name! You are destined to fight him one day...(fade black) A plane is flying over the world map. It hovers over Old Hill (fade black) Bosen- In this world, there are four others with the destiny to become Aquatallions. Find them and fight together. Also, find the 11 Kusteras who help the Aquatallion. When in trouble, they will fight for you. Gather all in this land and build a town. Work with others and destroy Homncruse! (David goes into the temple and Bosen leaves Old Hill. (FPR)

Badbad's Reign (BAD2)

Immediately go north into the temple where David vanished. Inside, you see his tent, so it's all okay. Go straight up onto the symbol on the floor. This restores both hp and mp. Leave the temple and talk to Uncle Save. He informs you that no one on Heart Island survived that explosion. Save your game and exit Old Hill. If you stay in the vicinity of Old Hill (don't go past the mountains) the monsters will remain the same as they were on Heart Island. Heading west, you immediately see a town. Go to it (the only new monster in the immediate area is the zombie, which can cast 'stop', and that gives you game over at this point in time, so take them out first or run away).

Welcome to Winds, the ruined town. You should notice a sharp contrast between this place and any other place you've been to. Apparently, a fiend called Badbad destroyed the town. Another informs you that south of here is a town called Beegees, and to the west is an architects house. Head into the western house for a lackluster shop that sells things that we don't need at the moment (Buy a Lethsuit for later) The fat guy says that Badbad and his thieves, who live far to the south, destroyed the town. Now, head into the house on the right and talk to the guy in bed. Man- I raised a child named Tina, although she is not my true daughter. Some time ago, a visiting soldier left her to me. She is a girl of mysterious purpose...Please help Tina...There are many enemies out there. She is too young to fight them. Her power is yet to come...(FPR) Now head down to the basement, where you see three children in a corner approaching them sets off the following conversation: Children- Sob, sob...Badbad burned the town down! My friends got kidnapped by Badbad! Help us (choose yes) Thank you! We'll be

waiting for you at Old Hill. (FPR) Congrats! You've just taken the first step to building your town. Exit Winds and head south, east, and south again (if you head west, be on the lookout for powerful new enemies, which I do not advise you to encounter until Tina is in our party. Do not go on the ice either, because it does one damage point for every step it takes. And if you go on the ice all the way to the east, there is a peninsula that houses extremely powerful enemies that won't be fought for a long time) to Beegees. On the way, you'll see a bridge with no apparent use yet. I recommend leveling up to level 9 before entering Beegees. In the area around Beegees is a temple that Ray can go to. Don't do this yet. In fact, don't do this until you've gotten a full party of five. (Ray reached level 9: Learned Fly By1) Now that you have Fly By, you can easily transport yourself from Old Hill to Beegees and vice versa. Winds is not included on the Fly By chart.

Now enter Beegees. Hmmm, no humans in sight, only dogs. Go into the various shops around...and see dogs behind the counters. Something's going on here. From the entrance, head right and go into the house. Go straight up and get a plum-plum from the dresser. Sleep in the bed here to recover hp before your second miniboss battle. Leave the house and head south. Go into the church and be treated with a nice pre miniboss speech. Man- Who the heck are you? You're one of them as well? Get him!

~Three Badmen~

Hit points each- Around 40

Experience- 42

Gold- 24

My Battle:

Ray-Fight-Badman1-21 damage

Badman-Fight-Ray-1 damage

Badman-Fight-Ray-1 damage

Badman-Fight-Ray-1 damage

Ray-Fight-Badman1-21 damage

Eliminated Badman1

Badman-Fight-Ray-1 damage

Badman-Fight-Ray-1 damage

Ray-Magic-Fire1-Badman2-16 damage

Badman-Fight-Ray-1 damage

Badman-Fight-Ray-1 damage

Ray-Fight-Badman2-23 damage

Badman-Fight-Ray-1 damage

Badman-Fight-Ray-1 damage

Ray-Fight-Badman2-22 damage

Eliminated Badman2

Badman-Fight-Ray-1 damage

Ray-Fight-Badman3-23 damage

Badman-Fight-Ray-1 damage

Ray-Fight-Badman3-19 damage

Eliminated Badman3

Won the battle

Got 42EX and 24 Gold

This is a monotonous battle if you've followed my guide so far. I had no more than 3 damage given to me per turn. This surprised me, because in previous play throughs, this was a fairly hard battle. Maybe I over leveled a bit...Oh well, it'll come in handy eventually (next Boss). Just physically attack them since Fire does less damage than physical attacks do. Winning gets you decent experience and decent gold, but nothing like Dr. Gari. Note- These guys did big

damage on my second play through, so I think that it depends on certain variables.

Priest- Thank you...they were working for Badbad. Using a Dog Pill, Badbad changed the townspeople into dogs (so that's what happened). Please, destroy Badbad and return the townspeople to normal. Badbad-House is in the south part of town. (FPR) Head over to the unconscious girl in the corner and talk to her. Girl- My name is Tina. I am traveling. Oh...that star is...!?! (Starcrest shines) Tina became Pennon! Tina- that star is...I have that one too! I recall my father telling me about four friends when I was young. We would all become Aquatallions and fight together. Let's unite Ray! We'll rescue the kids and destroy Homncruse! Tina joined you! (FPR) Now we finally have two party members. Let me begin by saying this: Tina will only be good for fighting while you're playing this section of the game involving Badbad. After that time, her attack is simply too low and her weapons too crappy for any assault. That's why Tecmo gave her healing skills and a really useful spell; Freeze. Another major issue: look at her level...AAAAAAHHHHH!?! Level 1!?! No! Well, it looks like another major leveling time. Equip Tina with the shortsword, Lethsuit and nomalhat. Go outside and train until Tina is level 8. It might take a while, but if you want to continue to do as good as you've done so far (as well as being able to cure 'stop' by using Cure-B1), take the time to make her shine...kind of. (Tina reached level 2) (Tina reached level 3: Learned Freezel) Take notice that by level 3, Tina has more mp than Ray does at level 9. (Tina reached level 4: Learned Fast1) (Tina reached level 5: Learned Slow1) You can now beat Zombies in one turn. Have Ray attack and Tina use Freezel. (Tina reached level 6: Learned Cure-A1) At this point, Zombies can be beaten by just having both members attack normally. (Ray reached level 10) (Tina reached level 7) (Tina reached level 8: Learned Cure-B1) Okay, Tina's ready to go. Fly By back to Old Hill, heal up, Save, and walk back to Beegees.

Enter the town and leave it by its southern exit. In this small area consisting of a cave entrance and Beegees, there are some new enemies to meet. The Echo Cat, which takes two turns to beat with a party of two, the Holo Bird, which can put party members to sleep, the Badbunny, which casts Freezel, and the Badman, which is exactly the same as the monsters that you fought in the church. Without further ado, enter Badbad's cave. Yay! Another new monster. The Pumpking monster is fairly easy to beat, but when paired with another Pumpking, can blow fire to damage your entire party. When a Pumpking and an Echo Cat are both in the enemy party, defeat the Pumpking quickly or they could combine to become a King Cat, which is a very nasty enemy to fight. Head directly right for a chest containing a Rat-tail. Go back to the left, cross the bridge, and go up the ladder to get a nomalhat. Head back into the first area and take the higher path this time. Cross the bridge and go straight up to get an antidote. Head left and go through the door. (Tina reached level 9) The Ghost and Wolf enemies are introduced here. Defeat the Ghost by casting any magic on it, and just beat up the wolf or use freeze for an easy victory. But be careful: Keep a tight rein on your mp so you still have some for the boss. Don't go up the ladder yet. Instead head directly left to get a bread. (Ray reached level 11) Go back to the entrance and head up along the path (not the ladder) to get a wonderful plum-plum. NOW you can head up the ladder. Cross the bridge and go into the next room. Go up the ladder and head left across the bridge and then south to get a new item: Telepo. This is the same as Fly By. Go to the upper bridge and cross it to get to the exit. Wow, a change in scenery. It immediately makes one think of Jeep Volcano. There is also a new enemy present: The Killerbug. Just beat the crap out of it like everything else. Beware: It can poison you. (Tina reached level 10) Climb the ladders until you have the option of going to the right or the left. Go to the left and climb the ladder to get the moon-drop, which restores mp. Use it only as a last resort because they are rare. Go back to where you were before and climb right, and then climb down the other ladder to get a plum-plum. Climb back up and go through the

exit. Go to the right and climb up the ladder. Head left and climb up that ladder to get a restore, which revives a killed party member. Go back to the ladders and climb upwards. At this point I surpassed 2000 gold, and that much money will come in handy. Keep climbing up, but when you get to the exit, keep going left and then down the left ladder to get a bread. Go through the exit. Man, this place never ends. Having not run from any battles, Ray had 3mp left and Tina had 34mp left, and our hp was running low. But do not worry! A bed is coming up on the screen after this. Head right, up, right, up, then left. Go straight up and enter Badbad-House. Head directly left to enter a room with beds. Although my mp was still in horrible shape (Ray's was, because I knew I needed Tina for the Boss fight) my health was restored, and that made me feel good. Head back to the junction and then go up to the stairs. (Ray reached level 12: Learned Repell) In this room get the hardsuit and equip it on Tina. I can tell you that having Tina fully equipped makes a huge difference. Go back and sleep in the bed if you want to, and then continue right along the main passage. As you near the exit, get a load of the huge treasure room that you can't access. Now go through the exit. Sleep in the bed before engaging in your second boss battle. Badbad- Who the heck are you? Did you ask for a Dog-Pill? Aha ha! You're something else; coming to take something that belongs to thieves. I'll destroy you guys!

~Badbad~

Hit Points- Around 290

Experience- 542

Gold- 0

My Battle:

Ray-Fight-Badbad-27 damage  
Badbad-Fight-Tina-CRITICAL 38 damage  
Tina-Magic-Freeze1-Badbad-19 damage  
Tina-Fight-Badbad-16 damage  
Ray-Fight-Badbad-26 damage  
Badbad-Call help-No help came  
Tina-Fight-Badbad-13 damage  
Ray-Fight-Badbad-25 damage  
Badbad-Fight-Tina-18 damage  
Ray-Fight-Badbad-27 damage  
Badbad-Fight-Ray-9 damage  
Tina-Magic-Heal1-Tina-42 points  
Tina-Fight-Badbad-15 damage  
Ray-Fight-Badbad-24 damage  
Badbad-Fight-Tina-20 damage  
Tina-Fight-Badbad-12 damage  
Ray-Fight-Badbad-28 damage  
Badbad-Call help- No help came  
Tina-Fight-Badbad-13 damage  
Ray-Fight-Badbad-28 damage  
Badbad-Fight-Tina-19 damage  
Tina-Magic-Heal1-Tina-41 points  
Ray-Fight-Badbad-23 damage  
Eliminated Badbad!  
Won the battle!  
Got 542EX

(Tina reached level 11: Learned Mutel)I'm glad I had a little mp left for Tina to heal with. As you can see by my battle, Badbad is weaker to Tina's Freeze1 than Tina's physical attack, but Tina's heal is needed more in this fight. Please e-mail me as to whether Badbad's 'call help' ever calls anything. If Tina's hp drops below 35, heal. If Ray's hp drops below 20, heal. Just attack

normally and if you saved your mp more than I did, attack with freeze.

Badbad- Umm...! I'll never forget your face! (Disappears through secret passage) Oh no! I took the wrong exit again (Takes stairs) (FPR) now go and walk on the chair where Badbad was sitting. Now you have access to the treasure area. In order from left to right, the treasures are: 100 gold, antidote, Magbranch, Aspirin, Dog Pill, meatball, 200 gold, Lethshoes (equip Tina). Go back up and take the stairs to be warped back to the world map. Head back to Beegees and talk to the priest. Priest- Oh...you made it! Thank you. The people of the town can return to normal now. (Goes outside and scatters the dog pill. The people return to normal) Priest- Now the people have returned. Thank you guys! (FPR) First of all, head to the shops. Be warned, the hardsuit is the heaviest armor that Tina can equip. Buy a Midsword for Ray...is that it? No wonder Badbad turned these worthless people into dogs. Now, head east to the farthest house. Talk to the man inside. Man- Huh...? You...are you Aquatallions? (answer yes) My name is Ryu of Kustera. I've been waiting for you. Let's fight together. Ryu joined you! We Kustera are able to join up to five and there are a total of 11 Kusteras. Each has a unique ability. So, let's unite and get the rest of our friends. Return to Old Hill to heal (who needs inns when you have a free one). Astonishingly, it appears that Uncle Save has a brother in just about every Fly By town, so save in Beegees before we start our new adventure.

The Ringo brothers (RIN2)

First of all, I must say that it feels weird having full mp. Secondly, go to the item shop and buy 10 bread items. Thirdly, the house in Beegees in the southwest is our next destination. Go there now and talk to the fat man guarding the staircase. Man- No Don't! There is a horrible monster's hideout ahead. I'm the mayor of this town. Who are you? I see...you are the ones who saved this town. All of us here appreciate it. But the Ringo Bros who live in the mountains may be stronger than you. This I fear...by Homncruse's rule, the Ringo Bros kidnap neighboring kids for experiments. What...? You are going to destroy Homncruse aren't you? I see...you are ancestors of Actos stars...O.K. I pray that you and your party can destroy the Ringo Bros and Homncruse. Hang in there (FPR). Now that the mayor has gotten out of the way, we can now proceed down the staircase. You're now inside of a cave that only has one path, so try your best not to get lost. We exit to the world map and a huge mansion. First of all, try to level Tina and Ray up another level. This can easily be done by stepping into the mansion and facing the new enemies that appear there. These enemies are: The Spider, which can poison you as well as take a lot of damage before dying, and the Man-trap, which just gives and takes a lot of damage. (Ray reached level 13: Learned Heal2) Yay! Your first level two spell. All that you do to use a higher ranked spell is: Select the magic from the menu and use the D-Pad to select which spell level to use. Higher spells use more mp. Heal2 heals more hit points than Heal1. (Tina reached level 12: Learned Freeze2) Once you're all leveled up to your satisfaction, return to Beegees so you can heal and save. Let me say this before we advance any farther into the dungeon: You do not get a health restore right before the boss battle. Be conservative with mp as well, because healing will probably be needed, as well as Freeze2. In the first room, there is a Kustera force field directly in front of you. Heading to the left, you'll see an Aquatallion-only force field. Break it and advance into the next room. Follow the one way street to the staircase and ascend. Take the stairs again. Head left and take the stairs. Take the stairs again (first ladders, now staircases. Until further notice, take all of the staircases) Finally, after more and more staircase rooms, we emerge in a large room with a man in it. Man- Who are you strangers? Knowing that this was our hideout, you came to help the kids, right? Hey brother! (leaves) (FPR) Follow him, and sadly notice the kids inside of the test tubes. Talk to the kid beside his brother in this room. Leach- Ah ha...only you arrive here; no one can help you! Meet your maker kids! Bingo- Are these the ones who came to help the kids? I'm Bingo, one



of the Homncruse family. Meet your doom kid!

~Bingo and Leach~

Hit Points (Bingo)- Around 180

Hit Points (Leach)- Around 150

Experience- 1774

Gold- 0

My Battle:

Tina-Magic-Freeze2-All-48 damage (B), 28 damage (L)

Ray-Fight-Leach-CRITICAL 50 damage

Leach-Fight-Tina-8 damage

Bingo-Fight-Tina-17 damage

Tina-Magic-Freeze2-All-62 damage (B), 32 damage (L)

Ray-Fight-Leach-21 damage

Leach-Magic-Coma1-Ray-FAIL

Bingo & Leach work together-Bolt-All-21 damage (R), 10 damage (T)

Tina-Magic-Freeze2-All-76 damage (B), 24 damage (L)

Eliminated Bingo

Eliminated Leach

Won the Battle!

Got 1774EX

If you followed my instructions and got that extra level for everyone, you not only had Freeze2, but Heal2 as well. Those two spells control this battle. I never directly attacked Bingo but actually killed him in the same turn as I did Leach because Freeze2 targets everybody. If you don't have Freeze2 or Heal2, target leach with Freezel and melee attacks because he can heal Bingo. Just beat up Bingo with various attacks after Leach is dead.

(Ray reached level 14) (Tina reached level 13: Learned Cure-A2) Kids- Thank you guys, thank you very much. Tina- Thank you Ray. There are three more Aquatallions. Let's find everyone and only be happy when we destroy Homncruse. (fade black to lava pit where four people are standing in a square. Sadly I couldn't type fast enough to get the conversation but the gist of it is that the four main followers of Homncruse are acknowledging that the Aquatallions have reborn in a newer generation and that they are now a huge threat. They order Garados to take care of the new threat. (fade to black) (FPR) You are now back on Old Hill, along with all of the children that were being experimented upon in the Ringo Brother's lab. (why do they call it Ringo instead of Bingo?) Talk to Uncle Save to save and get your new quest

Architect, Farmer, Scientist (AFS2)

Go up and heal first, because the area that we're about to go into has almost no previously seen monsters. Head northwest and admire all of the monsters that you can now kill with ease. All of them should be familiar to you now. Our destination is the lonely house that you should eventually spot. Talk to the man in the front yard. Man- My boss is edgy as always...what!? You say you're looking for a builder? O.K., O.K.! I'll do it! I just want to try my skills. I'm afraid the boss will not let me build a house alone. All that is left to do is to find farmers? There is an expert farmer in Giant named Baz. What...? Aren't you a stranger here? Go west to find the town of Decatas. Be careful! Strangers are unwelcome there. Giant is a small town south of Decatas. It's a cheerful town with nice people. (FPR) Go into the hose now and talk to the boss. Boss- What? Who are you? Uh huh. You're going to build a town. I see...by the way, our Bun is about you age. I wonder if he needs to get ready for the "real" world. Hey Bun! These men employ you. Work hard! Bun- My name is Bun. I'm still a student, so take it easy on me! Builder Bun joined you! Oh...Bun,

before you leave, clean up those barrels outside. Now you have a builder for your town (he doesn't join your party) and a clear path to the western region. Okay, one third of this section is complete, but it will be the only easy part. This new region is really bad. Expect to die here at least once, whether it be by the Kustera or Aqutallion party. Here are the new monsters in this region (feel free to abuse Freeze2 on all of them except the ones you find by walking on ice.) The Goldog, Firefly, Bandit, Pig King and Tarantula, which are just suped up versions of the Wolf, Killerbug, Bingo, Pig Man and Spider (they deal big damage), and The Val Eagle, Dragon, Rock Bird and Big Worm, which give huge damage but are weak to Freeze magic. Go straight south to a small town called Giant. Then go into the house right beside the inn and talk to the blond guy in the chair. Man- Huh...Wait a minute!?! (ground shakes) Man- It's that fool Morgan at it again. He is the town fool who is always digging holes in the ground. You've got to meet him. It's not easy though, since he hides underground. (FPR) Not easy huh? It'll be easy for you because you've got me! I feel special all of a sudden :)

Exit Giant and then go back in. Head right below the tree line but be careful where you step once you reach the edge. Head upwards until you see a hole in the ground. Go inside to find the elusive Morgan. Morgan- Huh...? What do you want? I'm Morgan, a tunnel-digging expert. If you pay me, I'll be happy to dig you a hole anywhere. What? You want to see Baz? Impossible! Going to see him will only get you eliminated by Giant Golan. If you must see him, you better see Dynamite in Decatas. He should help you. Dynamite is unfriendly, but you have no choice. (talk to him again) Morgan- Why do you stay? Go to Decatas quickly and see Dynamite. A ha! You can't enter Decatas town, can you? (answer yes) So, you need me? O.K., give me 100 gold and I'll let you in (even though it'll probably burst your multi-thousand gold piggy bank, give him 100 gold) Follow me. (fade to Decatas, where Morgan digs a hole) Morgan- I'm done. What do you think? If you need anything else, come back. If you have the money, I'll help. See ya! (FPR) Enter Decatas.

Buy two Woodshoes, two Derbys, a Chainmail, a Holycane, and a Hammer. That shouldn't be too difficult with all of the gold that you've accumulated. Go to the building with the green roof near the entrance of town. Save your game and head up to the dressers, where you'll find a Magicleaf, a Magbranch, and 300 gold. Then go into the hospital and talk to the nurse behind the counter. Nurse...Today I can't put on my make-up the way I want to...sigh. (FPR) We can leave now and come back later in this section. Go to the poor part of town in the north. Go the far right house in the cluster and talk to the woman who wants you to find her husband at the local bar and talk some sense into him. Head back to the good part of town and go into the bar that you immediately see. Talk to the man in the white. Man- What...? Burp. What's wrong with my wife? Nonsense! Don't nag me...I shouldn't be here. I'm a priest! I was a Kustera working to help the Aqutallion. What? You are Aqutallion? Well? Tell me again. You did say Aqutallion right? Have the once mighty and proud Aqutallion soldiers again been resurrected? Let's all fight! No time for eating, let's fight! Ben joined you (FPR) Head outside and go to the east part of town. Go to the southern building and sell your plum-plum for 500 gold. See, I told you to keep one. Now go out and head into the church. Talk to the priest. Priest- Uh oh...my dear pupil is missing. First orphaned and now I think he's kidnapped. Please help him. His name is Cody. He is a very important boy, born under a mysterious destiny. Now leave and go back to the good part of town. Head north and enter the metal building. Go to the top floor and talk to the man that is working on a robot. Man-Huh...? What do you want? Just wait please. Ok, completed! (Flips switch and the robot blows up) Man-Darn I hate that dumb robot. Now what's wrong?! Huh?...who are you? I'm Dynamite. You want to destroy the Golan? What are you talking about? Start at the beginning. I see...you are building the town...that's great...O.K., I've decided to lend you the latest weapon if you let me join you. How's that (answer yes) Here it is! Now, use

this when you fight Golan. Got Graviton. I'd like you to build a big laboratory for me instead...Oh the good life! But I want to ask you one thing. Can you take me there since I've never left alone?(Yes) I see! Please remember, I'm not afraid at all! Well, let's go! (fade black to Old Hill) So...this is your town. Huh...all I want is to study hard by myself. Many kids are here, but don't let any near my house. They are so nosy...see ya! Professor Dynamite joined you(FPR) Well, we're two thirds of the way done. Fly By to Giant. Spend time to level up your party twice. You'll have Fast2, Heal2 (Tina), and Fire2 for the upcoming Boss fight. My advice is to station yourself near Giant and use the inn there when necessary. (Uncle Save is there too)(Ray reached level 15: Learned Fire2)(Tina reached level 14: Learned Heal2)(Tina reached level 15: Learned Fast2)(Ray reached level 16: Learned Coma2) and then rest at the inn, and approach the huge house. Go straight up to check for a Rat-tail. Go to the northwest part of the house to check the desk for a restore. Check the dresser right above the stairs for 200 gold. Go down the stairs and approach the door to engage a Boss Fight. Baz- Is anyone there? You have to get out of here. Fast! Golan- What? You're nothing!...I'll crush you!

~Golan (Jr)~

Hit Points- Around 410

Experience- 1195

Gold- 0

My Battle:

Tina-Magic-Fast2-Tina-SUCCESS  
Ray-Item-Graviton-Golan-SUCCESS  
Golan-Fight-Tina-23 damage  
Tina-Magic-Freeze2-All-36 damage (G)  
Ray-Magic-Fire2-Golan-44 damage  
Golan-Fight-Tina-19 damage  
Golan-Fight-Ray-14 damage  
Tina-Magic-Freeze2-All-32 damage (G)  
Ray-Magic-Fire2-Golan-43 damage  
Tina-Magic-Freeze2-All-33 damage (G)  
Ray-Magic-Fire2-Golan-34 damage  
Golan-Fight-Tina-17 damage  
Tina-Magic-Heal2-Tina-COMLETE  
Ray-Fight-Golan-18 damage  
Golan-Fight-Tina-19 damage  
Tina-Magic-Freeze2-All-24 damage (G)  
Ray-Magic-Fire2-Golan-45 damage  
Golan-Fight-Tina-20 damage  
Tina-Magic-Freeze2-All-37 damage (G)  
Golan-Fight-Ray-12 damage  
Ray-Magic-Fire2-Golan-32 damage  
Tina-Magic-Freeze2-All-39 damage (G)  
Eliminated Golan Jr.  
Won the battle!  
Got 1195Ex

Golan Jr. can be hard if you're not prepared. Ray has a high defense, so he's okay. Tina however, should cast Fast2 on herself the first round, while Ray uses the Graviton. Then you should just use your level 2 elemental spells and heal2 when their hp gets below 30. The reason for this is that Golan is very fond of scoring critical hits, and I'm pretty surprised that he didn't pull one over on me during this fight.

Baz- My name is Baz. I'm a farmer. Thanks for rescuing me. Are all of you

building a town? I can plant well! Let me do the fields. What do you say (yes) I'll plant plum-plum! Let's go to your town. Hurry! (fade black to Old Hill) Baz- Fumm...So, this is the place...it looks worth farming. Well, I'll cut these trees and plant crops! Let's build a huge town! Farmer Baz joined you. We're done with this part! Now we should check around town: Two houses are complete, (yours and Dynamites) a Kustera inn is being built for when you have six or more Kustera; you'll be able to switch people out at that time. Finally we head to the last house. Uncle Save has taken up residency in this one. He says that he'd left for a while and saw something interesting at Decatas. Hmmm. The last time we went there, there was a sign that said "Circus coming soon" (I didn't mention it in this guide because I assumed that you people had a little free will and were exploring the town a bit and talking to people, etc.) Anyway, get yourself over to Decatas via Fly By.

Magician Garados (MGA2)

(\*\*\*\*\* MY GAME ERASED ITSELF...

Waaaaahhhhhhhhhhhhhhh!!!! Oh well, it's time to see if my walkthrough is any good up to this point...Something's weird in this play through; I have the same equipment and am at the same level...but my attack and defense are lower. I actually had to heal in the Badmen fight. Are stats random at the start of every file? I'll confirm it soon. Phew, I'm back to the point where my game erased itself. I changed a few things in the guide and realized my true calling as a level-up tyrant. But seriously, my stats are horrible compared to the last play through, so I might need to...LEVEL UP SOME MORE MUHAHAHAHAH... just kidding. Okay, back to the walkthrough.

Once in Decatas, head back to the eastern square where the big, open space used to be. We now see that it is no longer a big, open space, but a circus tent. Talk to the guy at the entrance. Man- Welcome to Garados' big circus! (Did he say Garados?) Well...? No ticket...You can't get in without one. (FPR) Well, this presents a problem. How do we get a ticket to enter the magical circus of doom? I'll tell you: By following this walkthrough. Head northeast until you see a nice house. Go in and talk to the bearded man. Man- This is the place to vote for the mayor. The polls will close soon. Are you voting? (yes) Huh...? You can't vote without a voting note. (Mayor candidate comes over) You...you just dropped this. (FPR) Talk to the man again. Man- This is the place to vote for the mayor. The polls will close soon. Are you voting? (yes) Here you are. You're the last voter. Candidates- Who is elected? Me!? Me!? Man- Wait a minute...Let me make an announcement: A new mayor has been elected. Old mayor-Darn!! New Mayor- Ha, ha, ha...It's as I expected; I must laugh. Ha, ha, ha...(FPR) Now leave the building and head south to the house above the warehouse. Talk to the new mayor. Mayor- He...I finally became mayor of Decatas...I'll make a bundle! Aha, ha, ha, ha...what do you want? I see...you thought you could take advantage of me...Huh! I do not fear you! Okay, you can have this. That is more than enough for kids. Got ticket!! (FPR) Okay, the mayor gave us a circus ticket, so return to there. Once inside, talk to a few of the people in the stands. They will tell you about a talking lion that's supposed to debut today. Go into the next room and head all the way around to talk to the clown here. Clown-Hey, this area is for staff members only! Tina- We would like a job in the circus. Who do we see about a job? Clown- Huh? You mean manager Garados? I see...go through this room. There should be a great item on the way. I wonder if you can find it. Ha, ha. (FPR) Now let's go get that item and then talk to the person that we have to beat up about getting a job in his circus. Now, there is probably a more direct route to getting this item, but this is just how I walked there to get it. Head into the right entrance of the maze. Go up, left, up, left, down, left, up, left, down, left, up, left, down, left, up, left one step, up all the way and then down 2 steps and right, (you can see your character now) through the maze again, right, down, right, up, right, down, right, down (you can see your character now)

Down, right, down, right, up, right, down, right, up, left, then press A. Found loincloth! Equip Ray and watch his defense soar. Head straight up and go up the stairs. Now we're in the rafters above the Garados circus. Make your way to the far left side of the stage to get Woodshoes. Then head up clockwise from there and down to get to the stairs and an Anglehat, which should be equipped on Tina. Go up the stairs to be in a room with the talking lion. Go over to talk to him. The star of Actos flashes! Lion- Help me! My name is Cody...I was working at the temple in Decatas, and the circus head Garados kidnapped me. He turned me into a lion. Tell...tell the priest! (Garados appears) Garados- I haven't met you yet. My name is Garados. I am a follower of Homncruse. Yes, this lion is the third Aqutallion that you seek. Now I have him. You are nothing if the five of you cannot join. Aha, ha, ha (the circus disappears. You are left on the grass in the middle of an open space with a lot of people.) (FPR) People are just as mystified as you are. Anyway, head back to Old Hill. Your little town is well on the way to becoming prosperous. Now, do you see the hospital back there? Remember the disgruntled nurse in Decatas? Go there and recruit her for your town.

While we're here, we should advance our plot a bit. Go back to the church and talk to the priest. Priest- What?! That lion in the circus was Cody? I heard the circus came from Bonzley, the snow covered town. To go there, you must first drop the bridge in the South of Winds. But, it is said that the key to the bridge was lost. However, you must save Cody! Please! (FPR) Now do like the priest said. Go to Winds and head South. The bridge should come into sight quickly enough. Talk to the man inside. Man- Huh...this key...? It was stolen from a bratty kid who buried it somewhere. I can't find it. The kid said it must be in Giant. Aww shocks. (FPR) Head to Morgan's place in Giant. He is apparently not there, but if you go all the way to the right and two squares down, you can walk into the wall, and emerge into the black space. Head east and then south to talk to Morgan to get a key. Now, I don't think that anybody knows what to do next ;). Go back to the bridge and insert the key. You turned the key! (the screen shakes) (FPR) Go outside and into a new area. There are powerful enemies in this area. All of the monsters that are found here include: Big Worm, Rock Bird, Spider, Bandit, Dragon, Man Trap, Trap (upgraded Man Trap) Pig Kings (Upgraded Pig Men), Firefly (upgraded Killerbug), Talanchlua (Upgraded spiders), Specters (upgraded ghosts) and Zombies (upgraded). The second Aqutallion shrine is in this area, but I still suggest that a full party has been assembled before tackling these. Okay, from crossing the bridge, head south and follow the mountain chain. At the end of the mountain chain you should see a temple. Go into Kaja-house. Fall through the hole into...a room of gold? Don't get excited, it's not yours. Talk to the man that is made of gold on the floor. Man- Oh...you're the first humans I've seen in a while. I am Kaja, a chemist. I changed myself into gold be accident (don't chemists usually TRY to change things into gold) Will you help me? (yes) Thank you, I owe you one (gimme gold). To the south, a monster is hiding in a big forest. His name is Sidon. His moustache (?) can help change me back to normal. Please bring it to me. I need it.(FPR) Okay, Sidon is a hard boss so... (theme plays) let's, you guessed it, level up some more. Have both Ray and Tina level up to level 18 and level 17 respectively. Here's a good tip. Head north around the mountain to the Aqutallion temple. Step on the gray square to restore health and magic. Then you can go immediately back to train instead of walking all the way back from Old Hill. (Tina reached level 16: Learned Cure-B2) Sleep can now be cured...meh. (Ray reached level 17) (Tina reached level 17: Learned Mute2) (Ray reached level 18: Learned Coma3) Okay, head south from Kaja-house until you see a tree surrounded by three lakes. Enter the forest.

From the start of the forest go 7 steps down, 1 step left, 3 steps down, 4 steps right, 2 steps down, 3 steps right, 2 steps down, 3 steps left, 2 steps down, 1 step right, 3 steps down, 4 steps right, 2 steps down, 3 steps left, 1 step down, 2 steps left, 2 steps down, 1 step right, 3 steps down, 3 steps

right, 3 steps down, 2 steps right, 1 step down, 2 steps right, 2 steps up, 1 step right, 2 steps up, 2 steps left, 1 step up, 1 step left, 1 step up, 1 step left, 2 steps up, 1 step right, 1 step up, 2 steps right, 2 steps up, 2 steps right, 2 steps up, 4 steps left, 1 step up, 1 step left, 2 steps up, 5 steps right, 3 steps up, 5 steps left, 2 steps up, 3 steps left, 2 steps up, 4 steps right, 1 step down, 1 step right, 1 step down, 2 steps right, 1 step up, 1 step right, 1 step up, 3 steps right, 5 steps up, 1 step left, 3 steps up, 1 step right, 3 steps up, 1 step left, 3 steps up, 1 step right, 7 steps up, 1 step left, 3 steps up, 1 step right, 3 steps up, 1 step left, 3 steps up, 1 step right, 4 steps up, 9 steps left, 1 step up, 1 step left, 1 step up, 1 step left, 1 step up, 6 steps left, 1 step up, 1 step left, 1 step up, 3 steps left, 1 step down, 2 steps left, 2 steps down, 4 steps right, 2 steps down, 6 steps left, 1 step up, 3 steps left, 1 step down, 4 steps left, 5 steps down, 1 step left, 3 steps down, 1 step right, 3 steps down, 1 step left, 3 steps down, 1 step right, 7 steps down, 1 step left, 3 steps down, 1 step right, 3 steps down, 1 step left, 3 steps down, 1 step right, 5 steps down, 3 steps right, 3 steps down, 2 steps left, 3 steps down, 1 step left, 2 steps down, 1 step right, 6 steps down, 4 steps right, 2 steps down, 1 step right, 1 step down, 2 steps right, 1 step up, 2 steps right, 1 step down, and finally step into the glade to face the boss of Sidon Forest.

~Sidon~

Hit Points- Around 475

Experience- 1500

Gold- 0

My Battle:

Ray-Magic-Fire2-Sidon-6 damage (wtf?!)  
Tina-Magic-Freeze2-All-33 damage (S)  
Sidon-Bolt-All-4 damage (R), 13 damage (T)  
Ray-Fight-Sidon-15 damage  
Tina-Magic-Freeze2-All-35 damage (S)  
Sidon-Fire-All-7 damage (R), 11 damage (T)  
Ray-Heal-Tina-COMplete  
Tina-Magic-Slow1-Sidon-SUCCESS  
Sidon-Fire-All-14 damage (R), 9 damage (T)  
Ray-Fight-Sidon-15 damage  
Tina-Freeze2-All-28 damage (S)  
Sidon-Bolt-All-10 damage (R), 11 damage (T)  
Ray-Fight-Sidon-15 damage  
Tina-Magic-Mute2-Sidon-SUCCESS  
Sidon-Fight-Ray-26 damage (wtf?!)  
Sidon-Fight-Ray-28 damage  
Tina-Magic-Freeze2-All-34 damage (S)  
Ray-Magic-Heal2-Ray-86 points  
Ray-Fight-Sidon-15 damage  
Tina-Freeze2-All-35 damage (S)  
Sidon-Magic-Coma1-BLOCKED  
Ray-Fight-Sidon-CRITICAL-44 damage  
Tina-Magic-Freeze2-All-37 damage (S)  
Sidon-Fight-Ray-27 damage  
Sidon-Magic-Fire2-BLOCKED  
Tina-Magic-Freeze2-All-34 damage (S)  
Ray-Fight-Sidon-19 damage  
Ray-Fight-Sidon-15 damage  
Tina-Magic-Freeze2-All-31 damage (S)  
Sidon-Bolt-All- 7 damage (R), 10 damage (T)  
Ray-Fight-Sidon-13 damage

Tina-Magic-Freeze2-All-30 damage (S)  
Sidon-Fire-All-13 damage (R), 13 damage (T)  
Ray-Magic-Heal2-Tina-COMLETE  
Tina-Magic-Freeze2-All-25 damage (S)  
Eliminated Sidon  
Won the battle!  
Got 1500Ex

Two pieces of advice: First, never use Ray's Fire attack against Sidon. Secondly, Mute2 him before he has a chance to cast Fire2 on somebody or Comal. Other than that, it's a fairly easy fight, except that Sidon does tremendous damage. If your hp goes below 60, Heal2. If you follow that strategy, you'll do fine.

Found Moustache! Got Moustache! I'd recommend going back to Old Hill and healing if you have enough mp to Fly By. Then head back to Kaja-house. Kaja-Good! Finally I can change myself back to normal. Please step back. Kaja Swings around the Mustache (The lab turns back to normal) Kaja- Thank you...finally, I'm back to normal, This is for you. Got 2000 gold (that's a decent gift) Go through this cave and head south. A town called Bonzley is there. Garados, whom you seek, is there. Good luck.(FPR) Finally, we can go to Bonzley. Head out the exit. Head southeast until you see an ice-covered town. Enter Bonzley.

Enter the second shop and purchase 2 Lngboots, 1 Anglehat, and 1 Armor. The armor and lngboot went to Tina, while lngboot and anglehat went to Ray. Head north from the armor shop and enter the weapon shop. Buy a vulcangun for Ray. Here is my party's equipment: Ray- Vulcangun, Loincloth, Anglehat, Lngboots Tina- Holycane, Armor, Anglehat, Lngboots. Now, let's explore the rest of Bonzley. The house next to the weapon shop has a bed in the upper right corner of the house that restores hp and mp, so that will be our base. Head south to the next house. Talk to the guy inside. Man- Garados lives in the western mine. I hear he keeps a talking lion. (FPR) Well, we now know where to go. Head back to Old Hill and save your game. Notice the progress that your little town has made. Fly By back to Bonzley and sleep in the bed. Leave and the head southwest until you see a cave. Go inside. Head along the one way path to the next room and go through the yellow gate. In this area, fight the new enemies to level Ray up to 20 and Tina to 19. That will give both members Lifel, which can be good in a pinch. In this dungeon are Spector, Goldog, Talanchula, Dragon, Ice Bear, Armor (watch out for these; they're very strong) and Gas Dragon.(Tina reached level 18: Learned Slow2) (Ray reached level 19: Learned Lifel) (Tina reached level 19: Learned Lifel) (Ray reached level 20) Okay, go back to Bonzley and buy 2 calm herb items. Save at Old Hill, Fly By back to Bonzley and head back to the cave. My suggestion is that whenever you fight a Gas Dragon or an Armor, you run away. Head south on the path around the ladder. Follow it until you get to another ladder. Go down it and then right to find a chest with a Telepo. Head back to the first ladder and descend. Head left as far as you can go for a chest with 300 gold. Go back and down the ladder. Head right to get a Moon-drop, which should be saved for later in the game. Head now to the left until you see a ladder. Go north to get a Cowboyhat, which should be equipped on Tina. Go back down the ladder, swing around the path, head up the ladder, get the Rat-Tail, head back down the ladder, continue left, and go through the door. Head down to get a Powercane (Equip with Tina) and go across the bridge. Go up the ladder and through the door. Head up the ladder and through the door. Talk to Garados. Garados- Heh Heh Heh...you kids are finally here. I've been waiting. Now, Garados will seal your fateful doom.

~Garados~

Hit Points- Around 690  
Experience- 2339

Gold- 0

My Battle:

Ray-Magic-Fire2-Garados-43 damage  
Tina-Magic-Slow2-Garados-SUCCESS  
Garados-Magic-Evade3-Ray-SUCCESS  
Ray-Fight-Ray-27 damage  
Tina-Item-Calm-Herb-Ray-SUCCESS  
Garados-Snowstorm-All-17 damage (R), 16 damage (T)  
Ray-Magic-Fire2-Garados-41 damage  
Tina-Magic-Mute2-Garados-FAILURE  
Garados-Snowstorm-All-10 damage (R), 14 damage (T)  
Ray-Magic-Fire2-Garados-41 damage  
Tina-Magic-Mute2-Garados-FAILURE  
Garados-Snowstorm-All-16 damage (R), 18 damage (T)  
Ray-Magic-Fire2-Garados-36 damage  
Tina-Magic-Heal2-Tina-COMplete  
Garados-Snowstorm-All-16 damage (R), 21 damage (T)  
Ray-Magic-Fire2-Garados-41 damage  
Tina-Magic-Heal2-Ray-84 points  
Garados-Snowstorm-All-14 damage (R), 16 damage (T)  
Ray-Magic-Fire2-Garados-46 damage  
Tina-Magic-Fast2-Tina-SUCCESS  
Garados-Fight-Tina-26 damage  
Ray-Magic-Fire2-Garados-38 damage  
Tina-Magic-Heal2-Tina-COMplete  
Garados-Snowstorm-All-12 damage (R), 21 damage (T)  
Ray-Magic-Fire2-Garados-45 damage  
Garados-Snowstorm-All-19 damage (R), 18 damage (T)  
Tina-Magic-Freeze2-All-28 damage (G)  
Ray-Magic-Fire2-Garados-45 damage  
Garados-Fight-Tina-20 damage  
Tina-Magic-Freeze2-All-26 damage (G)  
Ray-Magic-Fire2-Garados-41 damage  
Tina-Magic-Heal2-Tina-COMplete  
Garados-Magic-Mute2-Ray-SUCCESS  
Ray-Fight-Garados-15 damage  
Tina-Magic-Slow2-Garados-SUCCESS  
Garados-Magic-Freeze2-All-39 damage (R), 25 damage (T)  
Ray-Fight-Garados-CRITICAL-60 damage :)  
Garados-Fight-Ray-22 damage  
Tina-Magic-Heal2-Ray-87 points  
Ray-Fight-Garados-26 damage  
Eliminated Garados  
Won the battle!  
Got 2339 Ex

(Tina reached level 20: Learned Cure-A3) (Crap, NOW I can cure Mute) All that you have to watch out for is Mute2, Evade3, and Freze2, so if you get a successful Mute, this fight is no problem. As you can see with me, all hell broke loose when I got Fire2 taken away from me.

Garados- Blast it...don't think you've won! There is no way to rescue lion Cody. Ha, Ha, aha... (Bonzley thaws out) (FPR) Go into the next room. Ray- This is one of our friends...he's been turned to gold. Let's take him anyway. (You're outside of the cave) (FPR) Go to Kaja-house. Kaja- Oh...this is a wonderful golden lion...what?! is he one of your party? What do you want? You want to change him back (yes) Oh no...easy come, easy go! Just joking. Well, shall we? Kaja waves around moustache. Garados' magic effect has gone.



Kaja-Good...but that's all I can do. You must turn Cody back to normal by yourselves. I heard once that there was a warrior with a miraculous power. He lives by the mysterious shore south of here...why not try him? Fly By to Bonzley. Head west around the lake and head south until you get to a house. Talk to the man at the top. Man- My name is Shark of Kustera...who are you guys? Talking lion...are you a circus entertainer. Are you guys Aqutallion (that came out of nowhere)? Ha ha ha! So Garados has cast a spell on you. Though you are kids of Aris, you need to train more. However, at least you can choose 5 friends to face me. Why don't you take Cody to Old Hill? There should be a star with special power. I will look forward to meeting you again...Aqutallion. (FPR) Go to Old Hill and into the Starcrest temple. Step onto the emblem, (Wake up Cody...The star of Actos flashes and Cody becomes normal. Garados' magic effect has gone.) Cody- I've decided to be Aqutallion. Ray, Tina, let's fight together until we crush Homncruse! (Cody became Penon! Cody joined you!) Children outside- Hey, since this town is growing, why don't we think of a name? Yeah, yeah! (name) I called my town Tecmo, but I'll still refer to it as Old Hill. (Bosen comes) Bosen- Ray! Find the rest of you friends quick! Homncruse is coming! I hear that your fourth friend arrived in Decatas. One of the four great followers of Homncruse is looking for your friend. Hurry! (Bosen leaves) Tina- That's the unknown man Ray was telling us about. He is Bosen. Cody- He sure looks mysterious. I wonder who he is...?(FPR) Before we go on a leveling binge, let's Fly By to Decatas.

Dram, follower of Homncruse (DRA2)

Go to the poor section of town. Then head up until you see three connected houses. If you haven't done so yet, go to the one on the right after recruiting Ben for a reward of 500 gold. Go outside and enter the door in the middle. Talk to one of the guys. Man- Who are you? You have guts to invade our hide-out. Get them! (Battle starts) Voice- Stop it! (woman enters) Woman- I am Leona. Who are you guys? You wish to talk to me? (room shakes, and an armor clad figure appears) Man- Kids, since I, Dram, am here to take her away, the five Aqutallion will forever be apart! Aha, ha, ha (Dram and Leona vanish) (FPR) Leave the building and head east. When you see a green stretch of road, head south along the river and into the sheltered part where you can no longer see your character. Head right as far as you can go and press A. Person- Hi! Do you like soda, candy and explosives? What? You ask who I am? Well, I'm working this second job since I need the money. Anyway, what do you say? Why don't you surprise those rich guys. Go for it! These explosives are strong. They're only 100 gold. Want them? (yes) Okay, here you go. Go for it!(FPR) Go back to the green path and head right until you get to an unusual part of the wall. Stand next to the shallow part of the wall and choose time bomb from your inventory. Use it. You now have access to the rich part of town. Head to the nearest house on the left. Search the pot to the far right for 300 gold. Search the dresser for 80 and 100 gold. Search both drawers by the beds for 200 and 200 gold. Search the cabinet and pot in the northeast for 100 and 200 gold. Wow, that's 1280 gold in one house. Leave and go to the house in the northeast. Search the dresser for a quickrobe. Equip Tina. Now leave and go to the house just slightly southwest of your present location. Sleep in the bed opposite of the old man. You're transported to the cellar. Talk to Leona. Leona- Oh! It's you...sigh...This is their hideout. I'm pleased you found it. My name is Leona. I was raised in the slums. I was a boss of a band of kids. I guess you're like me...born under a mysterious destiny. Yes, I know about my true power and what to do with it. You are my true friend. Let's get revenge on that Dram fellow. He was in Brasca, it seems. That is where there is a last Aqutallion, I heard. Anyway, let's join and fight until Dram and Homncruse are destroyed. Let's fight! Ray, Tina, Cody! Leona became Penon! Leona joined you! (FPR) Okay, let's decide what to do now. You can either make use of my intense leveling up and head straight to the next part of the quest and squeak by, or you can do it my way: Leveling up some more and making Dram look like a schoolyard bully by

the time you face him. Both Leona and Cody are at level 4. This is not a good thing. Head out of the building and into the weapon shop. Buy a Riotgun, Handaxe and Yoyo and equip them on Ray, Cody and Leona. Then go to the armor shop. Buy two Ironarmor and a Quickrobe. Equip them on Ray, Cody, and Leona. Now Fly By to the Bonzley armor shop. Buy two Lngboots and two Anglehats. Fly By back to Decatas and rest at the inn. Go outside and level Leona and Cody up to level 10. (Cody reached level 5) (Leona reached level 5) (Cody reached level 6) (Leona reached level 6) (Cody reached level 7) (Leona reached level 7: Learned Cure-B1) (Cody reached level 8: Learned Coma1) (Leona reached level 8) (Cody reached level 9) (Leona reached level 9) (Cody reached level 10) (Leona reached level 10: Learned Evade1) Have Ray Fly By your party back to Old Hill. While you're here, go to the house right below Baz's field to get a Sup-plum, which is a great restorative item which can be reacquired infinite times. When you don't have one in your inventory, go back to the girl for another. Heal and level everybody up to at to least level 13. How, you ask, do I level up somebody in the area around Old Hill? The answer is to go above Winds into the icelands and head right until you get to regular land. Head to the peninsula and walk around. You should face strong monsters like Armor and Gas Dragon. (Cody reached level 11: Learned Fly By1) (Leona reached level 11) (Cody reached level 12) (Leona reached level 12: Learned Mirror1) Mirror is great for Boss Battles. It reflects magic back at the caster. (Cody reached level 13: Learned Step1) (Ray reached level 21) (Leona reached level 13) Go back to Old Hill and heal.

Go up past the fields and talk to Baz, who(m) is standing beside a wall. Baz- Wait! Wait! While plowing more fields I came upon this strange rock. Wha...(Morgan tunnels out of the rock) Morgan-My goodness, what...? I came out to this strange place...Oh it's you. Well, well, well...I see this is your town. I dug a tunnel here by mistake. You can go to another continent through this tunnel. Hang in there guys. See ya!(FPR) Go through the cave to a new continent. Use Step1 and head east to a town. Go to the weapon/armor shop and buy Gloves (don't equip), three Cowboyhat and four Spdshoes. Now go outside and level everybody except Ray up one level. (Tina reached level 21: Learned Mute3) (Cody reached level 14: Learned Coma2) (Leona reached level 14: Learned Cure-B2) The monsters in this area are: Grizzly, Ice Bear, Wolf, Mad Bird, Val Eagle, Goldog, Armor, Cat Boo, Bohr (upgraded Pig Kings) and Eye Ball (just attack). Once that's over, head back into town and to the inn. Go to the house above the weapon/armor shop and search the pot for a Magbranch. Next go to the house below the shop to find Uncle Save. Now equip the Gloves on Ray. Go into the big tent and talk to the guy on the chair. Man- nobody wants to fight me? I'll take any challenger. What do you want? Are you going to challenge me? (Yes) Finally a challenger...come on!

~Andy~

Hit Points- Around 290

Experience- 2633

Gold- 0

My Battle:

(Equipped Riot gun)

Ray-Fight-Andy-33

Andy-Fight-Ray-3

Ray-Fight-Andy-28

Andy-Fight-Ray-12

Ray-Fight-Andy-32

Andy-Fight-Ray-9

Ray-Fight-Andy-26

Andy-Fight-Ray-8

Ray-Fight-Andy-30  
Andy-Fight-Ray-6  
Ray-Fight-Andy-35  
Andy-Fight-Ray-6  
Ray-Fight-Andy-31  
Andy-Fight-Ray-10  
Andy-Fight-Ray-10  
Ray-Fight-Andy-24  
Andy-Fight-Ray-8  
Ray-Fight-Andy-27  
Ray-Fight-Andy-26  
Eliminated Andy  
Won the battle!  
Got 2633 Ex

As soon as the fight begins, equip Ray with your regular weapon. Then put the fight on Auto and sit back and get 2600 free Ex.

Announcer-5...6...7...8...9...10! Wooooooooow! Hurray! Hurray! The new champion!  
Andy- ...It's my fault! I'll do anything you say if you'll forgive me. (FPR)  
Exit town and head south. You'll eventually see the town of Sleepers. Go into the southwest house and talk to the man in white. Man- My name is Arthur of Kustera. Who are you? You are ordering me to remove the rock? Heck! Don't boss me around!

~Arthur~

Hit Points- Around 265  
Experience- 2928  
Gold- 0

My Battle:

Tina-Magic-Freeze2-All-36 (A)  
Ray-Magic-Fire2-Arthur-45  
Leona-Magic-Mirror1-Leona-SUCCESS  
Arthur-Magic-Fire1-Tina-10  
Cody-Fight-Arthur-28  
Cody-Fight-Arthur-26  
Tina-Magic-Freeze2-All-24 (A)  
Ray-Magic-Fire2-Arthur-38  
Arthur-Gas-All-6 (R), 7 (T), 6 (C), 9 (L)  
Leona-Magic-Bolt1-Arthur-41  
Tina-Magic-Freeze2-All-30 (A)  
Eliminated Arthur  
Won the battle!  
Got 2928 Ex

Just have everybody use magic except Cody. He should just attack normally. This battle is four times easier than the Andy battle thanks to your full party. Also, this is your first boss battle with four people. Now you can start to delve into the extremely complex land of strategy. But no intense strategy is needed for this insult of a fight.

(Cody reached level 15: Learned Power1) (Leona reached level 15: Learned Evade2) Arthur- you win. I'll do whatever you ask. (FPR) Leave town and head south to Karappon. Go into the gray building and talk to the man behind the counter. Man- I'm the youngest Ari brother, Arithree. I'm a warehouse worker. Well...really? You defeated my brothers? (Yes) Great! Now we can get together. (Fade to outside, where all three brothers are gathered beside the rock) I am

Andy Kustera! I am Arthur Kustera! I am too young to become Kustera... Ray!  
We'll join you! Hey, before we go to Old Hill, let's move these stones! Sure!  
Yeah! Okay, now. We'll go one ahead. Ari Bros joined you!

If you go back to Old Hill you see that you can now use the item deposit building. My suggestion is depositing your moon-drops so that you accidentally don't use them. Now, let's go back to the frontier. Fly By back to Karappon. Go into the village and exit to the south. Head along the path (Ray reached level 22: Learned Land1) until you have the option to go south. Keep going south through a narrow pass (Cody reached level 16: Learned Antpwr1) and head southeast to get to the town of Codo. Go to the weapon shop and buy two Warhamr and one Broadswrd and equip them on Ray, Cody and Leona. The armor shop doesn't actually sell armor, so we can skip it. If you go to the house above the field and search the pot to the right, you can get yourself a very handy moon-drop. Exit town and head to the west. Eventually head south until you see desert. Head south to the desert's end, but DO NOT GO INTO THE DESERT TOWN YET. South and a little east of the desert is the town of Brasca. Uncle Save can be found in the northwest house but other than that, there is nothing else to do in this town other than sleep at the inn. Go outside and head back to the desert. This is a great place to level up. Level Ray and Tina up to level 24. Whatever Cody and Leona are at that point should be sufficient. There are some new monsters in this area. The Vegilisk, Scorpion, Rock, Antlion and Beetle. All of these monsters should be attacked normally. Magic should be reserved for heal based spells. Just turn the animation off, put the message speed at 0 and turn autobattle on. (Tina reached level 22: Learned Fast3) (Leona reached level 16) (Cody reached level 17) (Leona reached level 17: Learned Antspl1) (Cody reached level 18: Learned Power2) (Ray reached level 23: Learned Life2) (Tina reached level 23: Learned Cure-B3) Daze can now be cured. (Leona reached level 18: Learned Vanish1) (Cody reached level 19) (Leona reached level 19) (Tina reached level 24: Learned Life2) (Cody reached level 20: Learned Antpwr2) (Ray reached level 24: Learned Fire3) Okay, that's the spell that we want. Head back to Brasca, rest and save. Now go back into the desert and hunt around for a town. It should be somewhere in the middle. Enter the town of Lagoon. Go into every place in town and then head back to the HUGE cafe. Talk to everyone inside and go back outside. A man is blocking the entrance to town. Man- Heh, heh, heh. How was it? Did you enjoy Lagoon town? You know that you can't leave this town again. (Transforms into Dram) Dram- Ha, ha, ha...so we meet again! Yes, I am Dram. I'm going to Brasca to dispose of the last Aqutallion that you seek. (transports out of Lagoon town) (FPR) Okay, we're now in another dimension. Head northeast until you see an exact replica of Lagoon. Don't go into it. Keep going northeast until you see an exact replica of Lagoon. Don't go into it. Keep going northeast until you see an exact replica of Lagoon. Go on this one. You are now back in the real world! Quickly, Fly By to Brasca! (Planes appear and bomb the town) (Brasca is ruined) (FPR) Sad, isn't it. This is how far Homncruse is willing to go to keep Aqutallion from being reborn...okay, time to kick Dram's butt. Rest and Save once more. Head northeast from Uncle Save's house until you see a well. Go in and break the barrier. In the next room is something not good: Acid water. (or maybe lava) Have Cody use Step1 and head right up the next staircase. Head down, cross the bridge and go through the door. A chest in here contains Bread. Flip the switch at the back of the room and head out and down the ladder to the next level. Head down the stairs and go to the left. Go up the first stairs that you see. (Note- You may encounter two new enemies in the acid/water. They are the Blade fish and Bolt Fish. Neither is very tough; just be physical) Go into the room, get the chest (Bread) and flip the switch. Go back down the ladder and head left to the next ladder, which should be climbed. Go straight up into the room, get the Telepo and flip the switch. Head back into the acid/lava and head all the way right until you reach the staircase that was previously inaccessible. Go up and out. Use those two Breads and two Plum-plum on your party. Go through the tunnel to see whether Dram's bark is worse than

his bite. Talk to the man beside the bed. Man- Where did you come from? ...I thought you had been buried alive...what?! You are Aqutallion?! I didn't know that...four people have already come together, right? Show me your faces closely. Oh...each of you is the spitting image of your father. You are Cody...your father's name was Siller. He was a strong swordsman. Leona...your father's name was Roger. He was a bright and happy man. Tina...your father's name was Henry. He was warmhearted and always comforted us all. And you are Ray...your father was Aris. He led Aqutallion. All of your fathers have left the world. I am the only one left alive. I am the Prosperous Wiseman Bowy...When four Banalet and a Prosperous Wiseman join, Aqutallion will be realized. But... I am getting old...I don't think I can fight with you anymore. It's my only son Dan...my wife was lost at the hands of Homncruse. (Dram enters) Dram- Ha, ha, ha... well, well. You are with the bratty kids. That is better yet...I can all make them meet their doom! Bowy- It's Dram! Leave everything and run (Bowy fights Dram and dies) It's your turn next!

~Dram~

Hit Points- Around 1045

Experience- 4627

Gold- 0

My Battle:

Leona-Magic-Mirror1-Leona-SUCCESS

Tina-Magic-Fast3-All-SUCCESS

Ray-Magic-Fire3-Dram-92

Cody-Magic-Power2-Cody-SUCCESS

Dram-Fight-Ray-12, 7

Ray-Magic-Fire3-Dram-93

Dram-Fight-Ray-10, 10

Leona-Magic-Bolt1-Dram-32

Cody-Magic-Power2-Cody-SUCCESS

Tina-Magic-Freeze2-All-30 (D)

Leona-Magic-Bolt1-Dram-35

Tina-Magic-Freeze2-All-32 (D)

Ray-Magic-Fire3-Dram-82

Cody-Fight-Dram-25

Dram-Fight-Tina-17, 10

Leona-Bolt1-Dram-39

Tina-Magic-Freeze2-All-32 (D)

Ray-Magic-Fire3-Dram-88

Cody-Fight-Dram-20

Dram-Fight-Ray-12, 12

Tina-Magic-Freeze2-All-27 (D)

Ray-Magic-Fire3-Dram-83

Dram-Fight-Cody-16, 12

Leona-Magic-Bolt1-Dram-46

Cody-Fight-Dram-29

Ray-Magic-Fire3-Dram-94

Dram-Fight-Leona-23, 24

Leona-Magic-Bolt1-Dram-46

Cody-Fight-Dram-26

Tina-Magic-Freeze2-All-30 (D)

Leona-Magic-Bolt1-Dram-34

Tina-Magic-Freeze2-All-30 (D)

Eliminated Dram

Won the battle!

Got 4627 Ex

Wow, the first REAL boss battle of the game...pity I kicked his butt so badly. First of, Dram has a rapid attack. That means that he attacks the same person twice in a row. The only person that needs to watch out for this is Leona. If her hp is below 50, have Tina and only Tina heal her. Ray should attack every turn with Fire3 until he can use magic no longer. Then he should just stay melee. Tina should use Fast3 the first turn, and then Freeze2 every turn after unless she is needed to heal. Cody should cast Power2 upon himself twice and then stick to melee. I thought that Dram had some magic attacks, so Leona used Mirror1 her first turn. Then she just used Bolt1 on Dram for the rest of the fight. He should go down easily. after all, he is just ranked five on the Homncruse boss scale. Booth, Gara, Godem and Homncruse will be harder...just a little.

(Leona reached level 20: Learned Mirror2) Bow- Ray...Tina...Cody...Leona... I'm done for...please take care of Dan...never underestimate Homncruse's evil... never! Destroy the darkness that rules this world. First, become a Banalet quickly. At that time, you will reach Aqutallion status...please! Dram- Not...not yet...I'm not done yet...with my last power...yyyaaaahhhh! (room shakes and explodes, but Dan casts Flee) Party-...?1 Dan...Dan did help us... everyone must become Banalet as soon as possible...then Aqutallion will be ready ...Ray!...the hour has come to find the secret of Homncruse...and annihilate him! Rise to the challenge Aqutallion, and bring hope once again to this land! Dan became Prosperous Wiseman! Dan joined you! (warp to Homncruse's chamber) Gara, Godem and Booth- What? Finally all of the Aqutallion got together?! What a...Homncruse has risen from sleep!...Homncruse has awakened to take revenge for Dram! Homncruse- I was born to rule the darkness...have no mercy...crush them! (Jaguar appears) Jaguar- Friends of Aqutallion are hiding at Old Hill, I hear. Let's destroy that town first. (Planes bomb Old Hill!!!) Uncle Save- What is that airplane? Dynamite- That's...Homncruse's bomber! Uncle Save- What!? Everybody run! (Old Hill is destroyed) Leona- That light...? Tina- That direction...? Oh no! Something terrible happened at Old Hill? Cody- Ray! Let's go back to Old Hill!! (FPR) First thing's first: Dan is at level 10. That's great compared to Cody and Leona. It will be a lot easier to level him up. Anyway...Fly By back to Old Hill.

Aqutallion Reborn (AQU2)

Once back in Old Hill, go into the first house on the left and talk to Bun. Bun- Aaah...the Hospital, Lab and houses I built were all blown up...It's all over...sob...sob...sob...(FPR) Not promising is it? Go into Uncle Save's house and talk to him. Uncle Save-Don't give up! Hang in there and rebuild the town! (FPR) Dynamite is also here. Talk to him. Dynamite- I have to work in a place like this since they ruined my lab...I'm mad now! Homncruse...I will never forgive him! First, let's find Dr. Ash. He's in Elekees, which is in a mysterious upper continent. I am not familiar with it there, but it is supposed to be huge. To get to the upper continent, you must use Dr. Ash's rocket. The rocket's fuel seems to be a secret, but I'm sure you can find it. Regardless, you must make a voyage! Ship!...that's easy to say but...why do you look so doubtful? You don't trust my ability yet? I made it myself, yes. But it doesn't operate yet. Something is missing. The ship is too weak to load that engine...I wish I could find...aren't there special nails or something to support that ship...? (FPR) take a trek to the architect's house, where we recruited Bun, oh so long ago. There should be one incomplete part left. Walk into it and press A. Got Goldnail!!! Fly By back to Old Hill and talk to Dynamite. Dynamite- Okay, now the ship moves (FPR) Okay, I know we're supposed to go on a quest to become Aqutaillion right now, but first Fly By to Karappon. Exit the inlet and go out to sea. These are all of the monsters that are in the ocean. All forms of magic and melee moves work well; just beat them up. Blade Fish, Bolt Fish, Seahorse, Seasnake, Tentacles, Shark, Seadragon. (Cody reached level 21: Learned Coma3) Head northeast a little bit to get to a new Onsaka. Also, there

isa nother town north of here called Edon, which will be added to the Fly By menu. For now, just visit the weapon and armor shops. When you leave, your equipment should look like this: Ray-Battle-ax, Musyasuit, Warhelm, Spdshoes. Tina- Powercane, Quickrobe, Cowboyhat, Spdshoes. Cody- Battle-ax, Musyasuit, Warhelm, Spdshoes. Leona- Brordsword, Quickrobe, Cowboyhat, Spdshoes. Dan- Steelcane, Clthsuit, Warhelm, Shoes. Head to Codo and buy Dan a Powercane, then go to Box town and buy him Spdshoes. Finally go to rich Decatas and buy him a Quickrobe. Okay, we're done with this part. Fly By to Beegees and sleep at the inn, and then head northeast to the temple. Step on the yellow square. Voice- Ray...acquire the new power!(FPR) Ray is transported to Brisben, where he is alone. Go into the upper floor and talk to the guardian. Guardian- I am a spirit of the flame. A soldier born under the star of Actos. Welcome...if you wish to gain new power, fight me. Are you ready to do so? (yes) Now, come on!

~Fire~

Hit Points- Around 330

Experience- 3654

Gold- 0

My Battle:

Ray-Fight-Fire-26

Fire-Magic-Fire2-Ray-39

Ray-Fight-Fire-CRITICAL-56

Fire-Magic-Fire1-Ray-13

Ray-Fight-Fire-22

Fire-Fight-Ray-1

Ray-Fight-Fire-26

Fire-Fight-Ray-1

Ray-Fight-Fire-29

Fire-Fight-Ray-2

Fire-Magic-Fire1-Ray-14

Ray-Fight-Fire-28

Ray-Fight-Fire-24

Fire-Magic-Fire1-Ray-15

Ray-Fight-Fire-CRITICAL 56

Fire-Fire-All-15 (R)

Ray-Fight-Fire-24

Fire-Fight-Ray-2

Fire-Fight-Ray-4

Ray-Fight-Fire-18

Ray-Fight-Fire-22

Eliminated Fire

Won the battle!

Got 3654 Ex

A fairly simple battle. Use melee moves and heal when your hp goes below 50.

Fire- An old tradition has carried on...I now grant you the title of Banalet. Banalets can combine and create what is know as unity magic. To unite magic, you need two allies each with similar types of magic. Also besides attack and defense magic, remember there are weapons with magic. You can power up weapons when you unite them with similar spells. Warriors carrying the stars of Actos, I wish the blessing of the stars on you. Ray became Banalet!(FPR) Step on the yellow square in front of you. Exit the shrine and Fly By to Bonzley. Go to Shark's house and talk to him. Shark-My name is Shark of Kustera. I've been waiting. Finally you have everyone. Let's join to fight together! Shark joined you!. Now go through Kaja-house and north until you find another temple. Go in and step on the yellow square. Tina...accept the new power! (FPR) Now it's Tina

who is in Brisben and alone. Go inside and talk to the guardian. Guardian- I am a spirit of the water. A soldier born under the star of Actos. Welcome...if you wish to gain new power, fight me. Are you ready to do so? (yes) Now, come on!

~Mermaid~

Hit Points- Around 320

Experience- 3927

Gold- 0

Tina-Magic-Fast2-Tina-SUCCESS

Mermaid-Fight-Tina-9

Tina-Magic-Fast2-Tina-SUCCESS

Mermaid-Magic-Slow1-Tina-SUCCESS

Tina-Magic-Fast2-Tina-SUCCESS

Mermaid-Fight-Tina-4

Tina-Magic-Slow2-Mermaid-SUCCESS

Mermaid-Fight-Tina-3

Tina-Magic-Slow2-Mermaid-SUCCESS

Mermaid-Fight-Tina-6

Tina-Magic-Slow2-Mermaid-SUCCESS

Mermaid-Fight-Tina-3

Tina-Fight-Mermaid-19

Mermaid-Fight-Tina-9

Tina-Magic-Freeze2-All-6 (M)

Mermaid-Fight-Tina-8

Tina-Magic-Slow2-Mermaid-SUCCESS

Mermaid-Fight-Tina-1

Tina-Magic-Slow2-Mermaid-SUCCESS

Mermaid-Fight-Tina-4

Tina-Fight-Mermaid-24

Mermaid-Fight-Tina-5

Tina-Fight-Mermaid-20

Mermaid-Fight-Tina-6

Tina-Fight-Mermaid-17

Mermaid-Fight-Tina-MISS

Tina-Fight-Mermaid-22

Mermaid-Fight-Tina-1

Tina-Fight-Mermaid-25

Mermaid-Magic-Fast1-Mermaid-SUCCESS

Tina-Magic-Mute2-Mermaid-FAILURE

Mermaid-Fight-Tina-6

Tina-Magic-Mute2-Mermaid-FAILURE

Mermaid-Snow-All-13 (T)

Tina-Magic-Fast2-Tina-SUCCESS

Mermaid-Magic-Freeze2-Tina-39

Tina-Magic-Heal2-Tina-80

Mermaid-Magic-Slow1-SUCCESS

Tina-Magic-Slow2-Mermaid-SUCCESS

Mermaid-Snow-All-28 (T)

Tina-Fight-Mermaid-24

Mermaid-Magic-Fast1-Mermaid-SUCCESS

Tina-Fight-Mermaid-23

Mermaid-Magic-Fast1-Mermaid-SUCCESS

Tina-Magic-Slow1-Mermaid-SUCCESS

Mermaid-Fight-Tina-11

Tina-Fight-Mermaid-27

Mermaid-Fight-Tina-7

Mermaid-Magic-Freeze2-All-25 (T)

Tina-Magic-Heal2-Tina-88



Tina-Fight-Mermaid-17  
Mermaid-Fight-Tina-1  
Tina-Fight-Mermaid-22  
Mermaid-Magic-Fast1-SUCCESS  
Tina-Fight-Mermaid-16  
Mermaid-magic-Slow1-Tina-SUCCESS  
Tina-Fight-Mermaid-21  
Mermaid-Magic-Freeze2-All-24 (T)  
Tina-Fight-Mermaid-19  
Mermaid-Magic-Slow1-Tina-SUCCESS  
Tina-Fight-Mermaid-21  
Eliminated Mermaid  
Won the battle!  
Got 3927 Ex

This is the hardest boss battle yet, but only because Tina has such a low offense. This boss makes use of Fast, Slow and Freeze, meaning that the speed and defense of both opponents are going to change a lot. First, you should cast Fast2 on Tina three times. Then you should cast Slow2 on the Mermaid about five times. Then melee, melee, melee. When your hp goes below 50, use Heal2. When you start to get hit for more than 10 damage, use Fast2. When you start hitting for less than 20 damage, use Slow2. I couldn't get a successful Mute on the enemy, but if you can, it would make the battle extremely easy.

(Tina reached level 25: Learned Slow3) Mermaid- An old tradition has carried on...I now grant you the title of Banalet. Banalets can combine and create what is known as unity magic. To unite magic, you need two allies each with similar types of magic. Also besides attack and defense magic, remember there are weapons with magic. You can power up weapons when you unite them with similar magic spells. Warriors carrying the stars of Actos, I wish the blessing of the stars on you. Tina became Banalet. (FPR) Step on the yellow square in front of you. Now Fly By to Codo. Head northwest and backtrack along the trail that leads to Codo. (Dan reached level 11: Learned Heal1) You'll eventually have the option of turning left. Do so and head south. You'll eventually see a temple. Go inside and step on the yellow square. Cody...acquire the new power! (FPR) Now it's Cody who is alone and in Brisben. Head into the temple and converse with the guardian. Guardian- I am a spirit of the wind. A soldier born under the star of Actos. Welcome...if you wish to gain new power, fight me. Are you ready to do so? (yes) Now, come on

~Cold Wind and Hot Wind~

Hit Points- Around 160 each  
Experience- 4116  
Gold- 0

My Battle:

Cody-Magic-Power2-Cody-SUCCESS  
C and W work together-40  
Hot Wind-Magic-Antpwr1-10  
Hot Wind-Magic-Antpwr1-9  
Cold Wind-Fight-Cody-1  
Cody-Magic-Power2-Cody-SUCCESS  
Cody-Fight-Cold Wind-38  
Hot Wind-Fight-Cody-1  
C and W work together-32  
Cody-Fight-Cold Wind-34  
Cold Wind-Fight-Cody-1  
Hot Wind-Fight-Cody-1

Cold-Wind-Fight-Cody-1  
Cody-Fight-Cold Wind-33  
Hot Wind-Magic-Power1-Hot Wind-SUCCESS  
Cody-Item-Plum-Plum-34  
Cold Wind-Fight-Cody-1  
Hot Wind-Magic-Power1-Hot Wind-SUCCESS  
Cody-Fight-Cold Wind-34  
Cold Wind-Fight-Cody-1  
Hot Wind-Fight-Cody-1  
Cody-Fight-Cold Wind-30  
Eliminated Cold Wind  
Hot-Wind-Magic-Power1-Hot Wind-SUCCESS  
Cody-Fight-Hot Wind-37  
Hot Wind-Magic-Antpwr1-Cody-15  
Cody-Fight-Hot Wind-35  
Hot Wind-Magic-Power1-Hot Wind-SUCCESS  
Cody-Fight-Hot Wind-42  
Hot Wind-Fight-Cody-1  
Cody-Fight-Hot Wind-38  
Hot Wind-Fight-Cody-1  
Hot Wind-Fight-Cody-1  
Cody-Fight-Hot Wind-37  
Eliminated Hot Wind  
Won the battle!  
Got 4116 Ex

A fairly straightforward battle: Use Power2 two times, kill Cold Wind first with melee, and then kill Hot Wind with melee. Don't let your hp go below 60 unless Cold Wind is dead. If Cold Wind is dead, don't let your hp go below 20.

An old tradition has carried on...I now grant you the title of Banalet. Banalets can combine and create what is known as unity magic. To unite magic, you need two allies with similar types of magic. Also besides attack and defense magic, remember there are weapons with magic. You can power up weapons when you unite them with similar spells. Warriors carrying the stars of Actos, I wish the blessing of the stars on you. Cody became Banalet. (FPR) Step on the yellow tile in front of you. Fly By back to Old Hill, save and heal. Then exit Old Hill and get in your ship. Follow the coast until you get to the architect痴 house. Keep heading west until you see an island of ice. Go north along its eastern coast until you find a dip with a path in the snow. Leave your ship and use Step1. Follow the path to the temple (great place to level up; new monsters) (Ray reached level 25) I suggest that you level up Leona if she's less than 2000 Ex. (Dan reached level 12) (Leona reached level 21: Learned Cure-B3) Okay, step inside the shrine and onto the gray square to heal and then onto the yellow square. Leona...acquire the new power!(FPR) You guessed it! Leona is now alone in Brisben. Head into the temple and converse with the last guardian that your party must face. Guardian- I am a spirit of the earth. A soldier born under the star of Actos. Welcome...if you wish to gain new power, fight me. Are you ready to do so? (yes) Now, come on.

~Clay~

Hit Points- Around 225  
Experience- 4208  
Gold-0

My Battle:

Leona-Fight-Clay-CRITICAL-64  
Clay-Magic-Mirror1-Clay-SUCCESS

Leona-Fight-Clay-18  
Clay-Bolt-All-11 (L)  
Leona-Fight-Clay-18  
Clay-Fight-Leona-8  
Leona-Magic-Mirror2-Leona-SUCCESS  
Clay-Fight-Leona-5  
Leona-Fight-Clay-18  
Clay-Bolt-All-6 (L)  
Leona-Fight-Clay-25  
Clay-Fight-Leona-9  
Leona-Fight-Clay-20  
Clay-Fight-Leona-11  
Leona-Fight-Clay-MISS  
Clay-Bolt-All-6 (L)  
Leona-Fight-Clay-26  
Clay-Fight-Leona-11  
Leona-Fight-Clay-23  
Clay-Fight-Leona-12  
Leona-Fight-Clay-27  
Clay-Bolt-All-4 (L)  
Leona-Fight-Clay-27  
Clay-Fight-Leona-17  
Leona-Fight-Clay-26  
Eliminated Clay  
Won the battle!  
Got 4208 Ex

Clay- An old tradition has carried on...I now grant you the title of Banalet. Banalets can create what is known as unity magic. To unite magic, you need two allies each with similar types of magic. Also besides attack and defense magic, remember there are weapons with magic. You can power up weapons when you unite them with similar spells. Warriors carrying the stars of Actos, I wish the blessings of the stars upon you. Leona became Banalet!(FPR) Step onto the yellow tile in front of you (all guardians give up their power) Aquatallion is born! (FPR) Well, mister Aquatallion, step outside.

The Sacred Stones;) (SAC2)

Before going into Onsaka (south of Edon) level up Dan to at least level 19. I would suggest getting in your boat right next to Old Hill and using Old Hill as a free inn. Here is a list of all of the unity magic that can be done:

Bolt Break.....Boltsword and Bolt1  
Bolt Storm.....Storm2 and Bolt2  
Cure All.....Cure-A3 and Cure-B3  
Devastate.....Fire3 and Freeze3 and Storm3 and Bolt3  
Fire Blade.....Firesword and Fire1  
Fire Storm.....Fire1 and Storm1  
Ice Fire.....Fire1 and Freeze1  
Ice Slash.....Icesword and Freeze1  
Ice Storm.....Freeze2 and Storm2  
No Call.....Repel1 and Step1  
Twin Less.....Antpwr1 and Antpwr2

Bolt Storm, Devastate, Fire Storm, Ice Fire, and Ice Storm are offensive magic. Bolt Break, Fire Blade and Ice Slash are weapon magic. Cure-All, (Cures all diseases) No Call (?) and Twin Less (?) These unity magic combinations are courtesy of my good friend Jacob. (Dan reached level 13: Learned Flee1) (Cody reached level 22: Learned Storm2) (Leona reached level 22) (Dan reached level 14) (Dan reached level 15) (Tina reached level 26: Learned Heal3) (Dan reached

level 16: Learned Heal2) (Cody reached level 23) (Ray reached level 26: Learned Land2) (Leona reached level 23: Learned Bolt2) At this point Bolt Storm (Storm2 and Bolt2) would become very useful. (Dan reached level 17) (Dan reached level 18) (Tina reached level 27) (Cody reached level 24: Learned Antpwr3) (Leona reached level 24) (Dan reached level 19: Learned Regain1) Okay head to Onsaka. Head to the northern end of the town and enter the house with two doors (enter the left door). Talk to the man on the throne. Man- I'm the lord of Onsaka. I will surely destroy Edon. Heh, heh, heh...anyway the strongest samurai swordsman in the world came to help me. (FPR) Now head over to the other room and talk to the man. Man- My name is Jubei. I am second to none in swordsmanship. I must train until the day comes to carry out my mission. I have my reasons for working for the lord of Onsaka now. Shut up! Don't bother my training! (FPR) Now head to Ebon and go into the castle. Once inside head to the left and go downstairs for a Brknmoon (reusable moon-drop) and a Dragswrld, which cannot be equipped by any member of Aqutallion. Head back upstairs and head up the closest staircase. Search the chest on the left for a restore. Head two rooms over. One of the pots in here has 600 gold inside of it. Head up the stairs here and check the big dresser at the back for an antidote. Go back to the middle room and use the stairs. Once up here, talk to the man. Man- You are soldiers? You came at the right time. Won't you help this town? The lord of Onsaka hired a very strong swordsman. Edon will be beaten if things stay the same. If Onsaka acts, there won't be real peace. We must beat that samurai. If you do, you'll get our country's treasure. Okay? (yes) Thank you...that swordsman's name is Jubei. I'm counting on you. (FPR) Head back to Onsaka and Jubei. Talk to him. Jubei- My name is Jubei. I am second to none in swordsmanship. I must train until the day comes to carry out my mission. I have my reasons for working for the lord of Onsaka now. What? You are an Edon spy? Let's fight now!

~Jubei~

Hit Points- Around 975

Experience- 5207

Gold- 0

My Battle:

Unity-Leona and Cody-Bolt2-Storm2-All-125 (J)

Tina-Magic-Freeze2-All-36 (J)

Ray-Magic-Fire3-Jubei-94

Jubei-Fight-Leona-29 (Leona fell asleep)

Dan-Magic-Bomb1-All-49 (J)

Leona is asleep

Tina-Magic-Cure-B2-Leona-SUCCESS

Ray-Magic-Fire3-Jubei-86

Jubei-Fight-Tina-27

Cody-Fight-Jubei-28

Dan-Magic-Bomb1-All-41 (J)

Unity-Leona and Cody-Bolt2-Storm2-All-122 (J)

Tina-Magic-Freeze2-All-24 (J)

Ray-Magic-Fire3-Jubei-86

Jubei-Fight-Ray-25

Dan-Magic-Bomb1-48

Leona-Magic-Bolt2-Jubei-71

Tina-Magic-Freeze2-All-29

Ray-Magic-Fire3-Jubei-93

Jubei-Fight-Leona-31

Cody-Magic-Storm2-All-47 (J)

Eliminated Jubei

Won the battle!

I've got to hand it to Jubei: If this had been a fair fight, he would've whupped my shiny white butt. My guys are severely over leveled, have the best weapons and armor and have unity magic (which I don't recommend using, due to similar damage but more mp used) Hey...what am I talking about...he's Kustera after all...did I say that out loud? I think that I just might have to develop that habit a bit... anyway, a strategy! Once more I have to give cookies to Jubei. He can deal the sleep status with his physical blows, and that's it. No spells or anything. Ray should Fire3, Tina should Freeze2, Cody should Storm2 or attack, Leona should Bolt2, and Dan should either Heal2 or Bomb1. End of strategy. Man, I'm good.

(Ray reached level 27: Learned Heal3) Man, we're not even at the upper continent and Ray only has one more spell to learn. Jubei- I see...you win, My name is Jubei, a Kustera (told ya) Let's fight together! Jubei joined you! (FPR) Noe go get your reward from the Edon ruler. Remember, middle room, third floor. Man- Oh, you guys! Did you say you destroyed Jubei?! You've done it! Relations with Onsaka will be better now. Thank you very much! I'll give you this instead of money. It's an item of tradition...an old legend says: When the Red and Blue meet, something great appears...(you know, that was both very deep and meaningful:-])It's hard to know its meaning, but this is a precious item. Take good care of it. Got Red-Orb! (FPR) Sacred Stone one of two acquired. Gee, I wonder if there's a new power to be acquired...(It was really boring, recopying everything that each guardian said) First, level up Dan to 21. You might want Bomb2 for the upper continent (as well as two upcoming bosses). But first, you might want to find a new city called Moreeyes. Head to the little inlet where you got off of your boat to get to Leona's Banalet temple. Head north to get to the city of Moreeyes. (Dan reached level 20) Once here, buy five Sneakers and five Gasmask, as well as a Jumpsuit for Dan. Now go outside and finish leveling up. (Leona reached level 25: Learned Vanish2) Personally, I never use Vanish. (Cody reached level 25) (Tina reached level 28: Learned Freeze3) (Dan reached level 21: Learned Bomb2) Head back into town, rest, save, and then head into the temple. Man- Oh!...finally Aqutallion...has gotten together! I wish to join with you, but I have one thing to ask first. There was a golden statue Moai. It was the island's treasure in this shrine. But, one day pirates stole it. I want to leave this island, but I can't go without it. Will you get it back for me? (yes) Thank you. The pirates are hiding the statue in the Ghost's cave nearby. Please get the Golden Moai statue back and I can join you. (FPR) Head out and sail a bit north to a cave. Head inside and down the first ladder you see for a Rat-tail. Head right, (facing old enemies not seen for hours) down both ladders (don't forget the chest with the Plum-plum) and left. After a very long road, you should see an exit. There are new enemies in here: The Summoner and the Warrior and Gust. Head along the right path for an Antistop. Back on the main path, head south, up the ladder and down the ladder, right and to the exit. There are two Kustera forcefields here, as well as four chests behind them. Above them, there are four regular chests that contain a Restore, Bread, Moon-Drop and Asprin. Head up the main path. Voice- ...Who is it?...Who is disturbing my eternal sleep?

~Undead~

Hit Points- Around 1020

Experience- 5855

Gold- 0

My Battle:

(I think you know it's magic by this point)

Leona-Bolt2-Undead-78

Tina-Freeze3-All-53 (U)  
Ray-Fire3-Undead-86  
Cody-Storm2-All-41 (U)  
Undead-Fight-Cody-14, 18  
Dan-Bomb2-All-73 (U)  
Leona-Bolt2-Undead-74  
Tina-Freeze3-All-55 (U)  
Ray-Fire3-Undead-87  
Cody-Storm2-All-46 (U)  
Undead-Fight-Tina-32, 23  
Dan-Bomb2-All-78 (U)  
Leona-Bolt2-Undead-78  
Tina-Freeze3-All-67 (U)  
Ray-Fire3-Undead-93  
Undead-Fight-Dan-34, 29  
Cody-Storm2-All-34 (U)  
Dan-Bomb2-All-79 (U)  
Eliminated Undead  
Won the battle!  
Got 5855 Ex

The only thing that you need to watch out for is rapid-attack. If Leona, Dan or Tina's hp goes below 60, heal. If Ray or Cody's hp goes below 40, heal. Everyone should use their strongest magic. Tina and Dan should heal if necessary. Other than that, this battle was a pushover.

(Ray reached level 28) (Leona reached level 26: learned Evade3) (FPR) Get the Gold-Moai. Flee, Fly By and go into the temple. Man- That's the one! The real Gold Moai! Thank you! I can join the journey now. I'll give you another island treasure instead. My name is Murray. I am Kustera. I've been training my magic skills here until the day to fight comes again with you. That time has now come. Let's fight together! Murray joined you! Got Blue-Orb. (FPR) Yes! Sacred Stone number two has been acquired. Back to Old Hill to heal and save. Go into the Kustera switch inn and deposit the Brknmoon, Dragswrd and Moon-Drop. Now go to the pawn shop in Decatas (where you got money for a plum-plum) Sell your Ticket for 1000 gold. Now Fly By to Bonzley and heal. Get in your ship and head south, following the Bonzley coast. You'll eventually come to a sort of inner sea with a glowing portion in the middle. Sail your boat over that spot (Two crystals shone in a mysterious way!

~Clarken~

Hit Points- Around 1400  
Experience- 6588  
Gold- 0

My Battle:

Leona-Bolt2-Clarken-156  
Ray-Fire3-Clarken-84  
Tina-Fast3-All-SUCCESS  
Clarken-Gas-All-24 (R), 24 (T), 31 (C), 24 (L), 17 (D)  
Cody-Storm2-All-44 (C)  
Dan-Bomb2-All-74 (C)  
Unity-Leona and Cody-Bolt2-Storm2-All-242 (C)  
Ray-Fire3-Clarken-95  
Tina-Freeze3-All-62 (C)  
Clarken-Fight-Dan-CRITICAL-68, 25  
Dan-Regain1-All-SUCCESS  
Ray-Fire3-Clarken-84

Tina-Heal2-Dan-82

Unity-Leona and Cody-Bolt2-Storm2-All-226 (C)

Clarcken-Gas-All-21 (R), 31 (T), 24 (C), 29 (L), 62 (D)

Dan-Bomb2-All-79 (C)

Ray-Fire3-Clarcken-87

Tina-Heal2-Dan-COMLETE

Unity-Leona and Cody-Bolt2-Storm2-All-236 (C)

Eliminated Clarcken

Won the battle!

Got 6588 Ex

The Clarcken battle is a race against time for either an easy finish or a hard run. For an easy finish, immediately have Tina cast Fast3, Ray use Fire3, Cody and Leona combine Bolt2 and Storm2 and Dan use Bomb2. Keep this up and use Tina as the healer. This battle can be kind of iffy for hp, so if anybody drops below 60 (except Dan- 80) hp, Heal2 them. If anybody drops below 45, Heal3 should be used. Any questions?

(Tina reached level 29) (Cody reached level 26) (Dan reached level 22) Found Tacosmin! Got Tacosmin. (FPR) Fly By to Decatas and go to Dynamite's lab. Head to the bottom floor and talk to the scientist. Scientist-Oh ! Great! Isn't it Tacosmin? Terrific...how did you get it? I see...I understand...it makes the rocket work. Wanna ride? I can't guarantee anything though. (yes) Okay, well, wait a second. (rocket blasts off and lands in a building on the upper continent) The rocket explodes!

Big Bad Booth (BBB2)

Head downstairs and talk to the man walking around. Man- Welcome to the Upper Continent. My name is Ash. You came by rocket, didn't you? a big welcome to you...you came here to see m, but...it is I who need a favor. Listen...west of here, you'll find the Castle of Booth. He is one of the four great followers of Homncruse. My wife and son were defeated by Booth...I replaced my wife and son with a robot, for the sake of my daughter Mimi. She has grown up to be a bright girl, but...I can never forgive Booth. Never! Please destroy Booth anyway you can. We can't have more kids ending up like Mimi...first of all...go west. Then south along the river. I recommend you to get some rest at Alazina. The Castle of Booth is in the south of Alazina. It is a long trip, but don't give up. (FPR) Exit the house and head south to the weapon shop. Buy a Lasergun and two Greatswrds. Equip them on Ray, Cody and Tina. Go to the armor shop and buy ONE Ironsuit, two Lifevest and two Ironhelm. Equip them on the right people and go outside. Head into the tall house and...what the...? Why is Uncle Save here? That is just creepy and weird. Go outside and into the next tall house. Talk to the woman here. Woman- My name is Evelyn of Kustera...really? I see...let's fight together! Evelyn joined you (FPR) Now head north up the ladder and into the house. The stand up dresser in the northeast has an Ironsuit in it. (That's why you bought only one) Leave town and head west to the river. There are new and deadly enemies in this Upper Continent. They are Falcon, Spy Eye and the Crawler. Use area attacks and melee to quickly kill them. Head south and west through the narrow mountain pass. Head up around the lake and head a bit west. follow a strip of desert and then head south onto a strip of land. Head in a general southwest direction until you see a town. Enter Alazina. Wow, first Winds, then Brasca and Old Hill, now Alazina. All are sad victims of the Homncruse campaign. Go buy a Greatspr for Cody and sleep at the inn. Then head over to the armor shop and buy three Magrobe, two Eaglearmr and two Pumps. Man, that broke my bank; I'm down to 20000 gold now. Go outside and level up Dan to 23 and Leona to 27. Personally I would go back down and train in the sea, since the enemies are easier and give more XP. Just Fly By back to Old Hill and sail the Ocean Blue. (Dan reached level 23: Learned Regain2) (Leona reached level 27: Learned Mirror3) Okay, Fly By back to Alazina, rest and save. Head

south from Alazina to Booth's Castle. Go inside and straight up into the transporter. Here there are Gold Mo, Warriors and Summoners. Head to the right for a Bread. Go back to the left and step onto the new transporter. Head north, right a little and north for a Wizrobe. (equip Dan) Head east along the narrow path and east again for the transporter. Head all the way south for a moon-drop. Head west, north and west and step on the transporter. Head along the one way path to the second floor. Here are more monsters including the Gas Slag and the Vampire. Head all the way to the southeast corner and fall off to get the item of this dungeon: The Fireswrd. Equip this on Leona. Fly By back to Alazina to rest and save. Also, I was fortunate enough to randomly get two Brknmoon items from battle, so I went back to Old Hill and...Old Hill? Oh yeah! We're back in business: Old Hill is being rebuilt! Anyway, I deposited two Moon-drop and a Brknmoon, as well as the Starcrest, Blue Orb, Red Orb and Tacosmin. This is what is in my inventory: Six plum-plum, four Restore, one Sup-plum, one Bread, and one Brknmoon. Now, back to the second floor of Booth's Castle!

But first, let's test out a new unity weapon attack. Get into a random battle and have Ray use Fire1 and have Leona attack (they have to be attacking the same monster) and combine the attack for Burn Blade. It did 203 damage and took up 3 mp from both Leona and Ray. Now, let's test when Ray uses Fire1 and Leona attacks, (the same monster) but they don't combine...104 damage. So, when you have the opportunity for double damage and low mp intake, cast Burn Blade. But wait a minute, what about Ray casting Fire3 and Leona casting Bolt2. Is that better? Well, let's see. (Cody reached level 27: Learned Power 3) Hmm, 168 damage. Rather disappointing if I may say so myself. I rather expected level 5 magic to triumph over a level 1 weapon unity. Now to the very last test: Have Leona and Ray attack the same monster normally. (Ray reached level 29: Learned Land3) 158 is the end result. So in every single case, Burn Blade comes out superior. It only costs 3 mp and does huge damage. I'll test this again on Booth when I fight him. Now, back to the second floor of Castle Booth.

Okay, from the stairs head left and south until you can see a treasure chest containing a Mirror, which should be saved. Then head right, south and left to get to the transporter. Head right and all the way up to get Firearmor, which should be equipped on Cody. (Ray already has Fire resistance, and save your Eaglearmr; don't sell it) Now head down, left, up and take the stairs. From the stairs head right about four steps and then head south all the way. Fall off and open the chest for a Redhood, which should be equipped on Dan. (Man, this dungeon has some great items, doesn't it) Fly By back to Alazina, heal and save, then go back to the third floor of Castle Booth. (Dan reached level 24) Go back to the junction right where you jumped off. This time, head all the way right and up to get 10000 gold. Yes, you saw that right, ten thousand gold. Oh, this floor has enemies too: The Vambat, Gas Slag, and Ghost (Looks like the boss from the Pirate's cave) (Tina reached level 30: Learned Life3) Now go back to the first path you came south on. Hunt along the right side of the wall until you find a path to the transporter. Head left and all the way down and left to go up the stairs. Now you're at Booth, but don't attack him right now because, I don't know about you, but my party was in bad shape by this point. Ray didn't have any mp left and Tina and Dan were down to 30. So go back down to the third floor (I leveled up Leona) (Leona reached level 28: Learned Antspl3) and fall off, then have Cody Fly By you to Alazina, where you should do the usual. Go back to Booth, running from every battle, and challenge him as the second follower of Homncruse. Booth- Finally you come...but this place will only be your grave!

~Booth~

Hit Points- Around 2260  
Experience- 7410



Gold- 0

My Battle:

Ray-Fire3-Booth-93  
Leona-Mirror3-All-SUCCESS  
Tina-Fast3-All-SUCCESS  
Booth-Bolt1-Leona-33  
Cody-Power2-Cody-SUCCESS  
Dan-Bomb2-All-77 (B)  
Dan-Bomb2-All-79 (B)  
Cody-Fight-Booth-51  
Tina-Freeze3-All-57 (B)  
Unity-Ray and Leona-Fire1-Fireswrd-Booth-CRITICAL-358  
Booth-Bomb1-All-38 (R), 46 (T), 38 (C), 39 (L), 48 (D)  
Booth-Bolt1-Leona-34  
Dan-Regain2-All-COMplete (R), COMPLETE (T), COMPLETE (C), 70 (L),  
COMPLETE (D)  
Cody-Fight-Booth-CRITICAL-128  
Tina-Freeze3-All-67 (B)  
Unity-Ray and Leona-Fire1-Fireswrd-Booth-157  
Ray-Fire3-Booth-89  
Leona-Bolt2-Booth-75  
Tina-Freeze3-All-66 (B)  
Booth-Fight-Ray-12  
Cody-Fight-Booth-CRITICAL-128  
Dan-Bomb2-All-77 (B)  
Unity-Ray and Leona-Fire1-Fireswrd-Booth-178  
Tina-Freeze3-All-61 (B)  
Booth-Bolt1-Tina-36  
Cody-Fight-Booth-65  
Dan-Bomb2-All-78 (B)  
Unity-Ray and Leona-Fire1-Fireswrd-Booth-172  
Tina-Freeze3-All-64 (B)  
Booth-Fight-Ray-12  
Cody-Fight-Booth-57  
Dan-Bomb2-All-83 (B)  
Eliminated Booth  
Won the battle!  
Got 7410 Ex

I got extremely lucky in my battle with Booth. As I saw it, Booth can attack normally, cast Bolt1 on one person or Bomb1 on the entire group. Here's the deal: Have Ray and Leona do Burn Blade every turn, have Tina cast Fast3 and then Freeze3, have Cody cast Power2 and attack normally, and Dan should cast Regain after Bomb1 and Heal2 anybody under 80 hp. When he's not healing, use Bomb2. If somebody could just email me about why Mirror3 didn't reflect Booth's Bolt and Bomb attacks. Thanks.

(Cody reached level 28) (Dan reached level 25: Learned Heal3) Booth- No, no...Gara! (Gara appears) Gara-...I can't believe Booth was beaten by these weaklings...now, it's my turn Aqutallions...if you dare challenge me, come to my castle to live no more...ho, ho, ho, ha, ha, ha! (FPR) Go back to the third floor, fall off, and go back to Dr. Ash in Elekees. Ash- Is that so...? Gara too...I see...Gara's Castle is on the upper continent. I'll give you my invention even though its name is funny. Anyway, take this and your ship should be able to sail up the waterfall. The castle of Gara is in the west, I hear. Bon Voyage! Got Niagaran! (FPR)

Storming Gara's Castle (SEI2)

Go outside of Elekees, head west, and get into your trusty boat. (heal and save first) Head north until you see a waterfall. Sail right into the waterfall to automatically sail up it. Head left, take the middle fork, follow it left and south. (Ray reached level 30). Follow this river until it ends, then get out of the boat. New enemies await you: Ochu, Golbird, Morpher and Roper. Go into the town that you see in front of you. Talk to the guards- This is Amaboss. Women only! We don't need any men here. Go away now! (FPR) Get back in your boat and head back tot he beginning of the maze. Now head east and north to this new town. Dengers is a risky town. If you see a guy wandering around in a blue Ninjasuit, don't talk to him. He steals your money. Talk to the woman at the very top shop. Get three Bunnysuit and equip them on Ray, Cody and Dan. Go back to Amaboss. Guard- Come in quick! Don't let any men in. Wait! You are suspicious characters...come on with me! (Takes you to the queen)

Queen-Ahh...nice...I can't believe you would wear such a weird outfit since this morning...? You guys are male right? (yes) ...you're brave, I guess. Do you think you can get out of this town unharmed? Well, I've been waiting for ones like you for a long time. Please do me a favor. This town's been ruled by Gara, and I think it's strange with no men here. Please! Destroy Gara! (yes) Yes? Thank you...these lady warriors are called Kustera. Join them and destroy Gara! Kathy and Beth joined you! The way to Gara's Castle is the underground of this building. Please! (FPR)

Leave the building and go into the Armor shop, where you should buy two Heels. Go back to Dengers and sleep in the inn. Now, since there is no mp source in Amaboss, we're going to be doing Gara's Castle in one run. Don't fight the monsters and don't use mp. Go back to Amaboss and go to the upper right house to save your game, as well as get some creepy dialogue. Now head back to the left room of Amaboss Tower on the first level. Go down the stairs, break the barrier, and stand on the brown tile. Leave the cave to enter the Secret Path. Go left and down the ladder to get a Swim Suit, which should be equipped on Leona. Go back up both ladders and go into the room for a restore and a switch to be flipped. Go back to the entrance and go right, up the ladder, north, and down the ladder for a Moon-Drop. Go up the ladder to find the exit and new enemies that you won't even be fighting. Exit and go into the castle. Head right and through the door. Then head north for a Crown. (Don't equip) Head back down and left to go up the stairs. Head right and exit, go up the stairs and through the door. Head down the steps and to the right for Icearmor. (Equip Ray) Go back outside and turn right. Go up and through the door, descend three stairs. Go along the one way path and then go into the tower. Go down the stairs for an Idoldress. (Don't equip) If you keep going up the stairs, you'll get to Gara, but when you have the option, go outside and turn left for Heels. Now get ready to face the third follower of Homncruse: Gara. Gara- Ho, ho, ho! You finally got here Aquatallion! I'll take revenge for Dram and Booth.

~Gara~

Hit Points- Around 2687

Experience- 7815

Gold- 0

My Battle:

Leona-Mirror2-Leona-SUCCESS

Cody-Power2-Cody-SUCCESS

Tina-Fast3-All-SUCCESS

Ray-Fire3-Gara-83

Gara-Freeze3-All-54 (R), 66 (T), 60 (C), 60 (L), 61 (D)

Dan-Bomb2-All-77 (G)

Unity-Ray and Leona-Fire1-Fireswrđ-Gara-155

Tina-Freeze3-All-56 (G)

Gara-Storm2-All-47 (R), 35 (T), 46 (C), 35 (L), 46 (D)  
Cody-Fight-Gara-58  
Dan-Regain2-All-71 (R), 67 (T), 72 (C), 69 (L), 78 (L)  
Unity-Ray and Leona-Fire1-Fireswrđ-Gara-174  
Tina-Fast3-All-SUCCESS  
Gara-Storm2-All-36 (R), 43 (T), 37 (C), 44 (L), 32 (D)  
Cody-Fight-Gara-66  
Dan-Regain2-All-73 (R), 76 (T), 68 (C), 66 (L), COMPLETE (D)  
Leona-Bolt2-Gara-68  
Ray-Fire3-Gara-95  
Tina-Freeze3-All-55 (G)  
Gara-Fight-Ray-23  
Cody-Fight-Gara-56  
Dan-Bomb2-All-81 (G)  
Unity-Burn Blade-Gara-171  
Tina-Freeze3-All- 53 (G)  
Gara-Bolt2-Ray-79  
Cody-Fight-Gara-67  
Dan-Bomb2-All-76 (G)  
Unity-Burn Blade-Gara-156  
Tina-Heal2-Ray-92  
Gara-Storm2-All-43 (R), 32 (T), 36 (C), 41 (L), 38 (D)  
Cody-Fight-Gara-MISS  
Dan-Bomb2-All-71 (G)  
Unity-Burn Blade-Gara-147  
Tina-Freeze3-All-57 (G)  
Gara-Storm2-All-39 (R), 35 (T), 38 (C), 45 (L), 37 (D)  
Cody-Fight-Gara-53  
Dan-Regain2-All-67 (R), COMPLETE (T), 65 (C), 71 (L), COMPLETE (D)  
Unity-Burn Blade-Gara-160  
Tina-Freeze3-All-61 (G)  
Gara-Freeze3-All-59 (R), 63 (T), 64 (C), 60 (L), 67 (D)  
Cody-Fight-Gara-60  
Dan-Bomb2-All-83 (G)  
Unity-Burn Blade-Gara-163  
Tina-Freeze3-All-48 (G)  
Gara-Storm2-All-39 (R), 43 (T), 47 (C), 33 (L), 37 (D)  
Cody-Fight-Gara-61  
Dan-Item-Brknmoon-14  
Unity-Burn Blade-Gara-176  
Eliminated Gara  
Won the battle!  
Got 7815 Ex

Man, fighting Gara after Booth is like a Lightweight challenging a Heavyweight. Gara is capable of vicious and brutal area attacks. They are Storm2 and Freeze3. She uses them a lot. Also, she can attack normally and cast Bolt2 on any one character. This is one of the hardest battles that you will fight in Secret of the Stars. First, have Ray use Fire1 and Leona attack, creating the Burn Blade Unity Weapon Magic. Use this every turn. Have Tina cast Fast3 twice and then use Heals and Freeze3 as necessary. Cody should cast Power2 once and then melee for the rest of the battle. Dan should cast Bomb2 and then Regain2 once Frreeze3 or Storm2 is cast. If Bolt2 is cast, have Tina heal it. Once Dan runs out of mp, use a Brknmoon on him, since it will probably be really late into the fight anyway. Honestly, why does beauty always have to be so evil?

(Tina reached level 31) Leona reached level 29: Learned Vanish3) (Dan reached level 26) Gara- Darn...Dram...Booth...Homncruse! (Homncruse appears) Homncruse-Gara...Gara...I, Homncruse will take over your hatred. These good for nothing Aquatallions! Your father suffers eternally at my hands. Join your father!

Witness the power of darkness!... (Homncruse makes the whole section of the Upper Continent blow up, so you can no longer go to Dengers, Amaboss and Gara's Castle. Dr. Ash gets here in the nick of time with a helicopter and rescues you) Ash- Welcome back! The Gyrocopter that we've prepared for just such an emergency came in handy. But, I still can't believe you beat Booth and even Gara. Such deeds may be expected of those who inherit the stars of Actos. Please keep going until you defeat Homncruse. As a farewell gift, I will give you that Gyrocopter. I heard Professor Parakless has the secret of Homncruse. Professor lived in Hidon on the Lower Land. Goodbye guys. You got Gyrocopter! (FPR). Okay, Fly By to Decatas. Heal and save and then head outside and get in your helicopter.

Secret of the Stars (SEC2)

Fly east until you see a town encased in rock. Land and go into Donto. The weapon shop has a Greataxe for Cody, albeit an expensive one. 12400 is pretty expensive. In the house above the weapon shop, there is a Mirror in the top right desk. Okay, our object in Donto is to talk to everybody. Start in the northwest house and talk to the man and the woman. Outside, talk to the man between the two houses. Then go into the next house and talk to the old man. He will tell you to go to Hidon, which is west of Karappon. Not yet though, we still have work to do. Once outside, talk to the farmer and the man near the bottom house. Now enter the upper of the two houses and talk to the boy. Go outside and talk to the dog near the southern house. Go into the bottom house and talk to the man. Go outside and head right to talk to the man. Now head east and up to talk to the boy there. Then head into the house above the weapon shop and talk to the person there. Now Fly By to Karappon and head west in your helicopter. Head a bit south once you see a mountain range and you should see the wasted town of Hidon. Here, buy five Silvrarmor and two Musyhat. Equip them. Walk outside and talk to the old man. Man- Dr. Parakless' laboratory is at the top of the mountain. (FPR) Head left and up past the inn. Enter the cave that leads to the secret of Homncruse. There are new enemies here: Galuda and Dagoon. Here, break the barrier and continue on. On a side note, this is a great place to train (not that you need it at this point thanks to me) since the enemies give 500 Ex per battle. Head along the one way street that is known as Misty Pass. Once the seemingly endless waves of monsters are passed, you'll find yourself in a laboratory. I didn't know about you, but I was just waiting for Dr. Gari to jump out at me from somewhere. Go down the stairs and straight up. Go up to the door and press A. (Dr. Parakless appears as a hologram) Parakless- I'm Parakless. Homncruse is my son...he was born as a result of science. After learning the make-up of humans, I set out to create an artificial man. I kidnapped a girl from Hidon...uncovered graves...worked on experiments...finally I succeeded. I created an artificial man...Homncruse! But Homncruse was born as a child of evil...he grew up in Rimstera and destroyed me...then, he used my time machine to escape. Homncruse...! My dear son...! Come back to me! (Parakless disappears) (FPR) ...so. Homncruse isn't really human. All this talk of time travel...it couldn't be!!! Could it?! My hypothesis may be solved in the coming sections of this game! Head up through the door to get to the time machine. Go up to it and press A. Flip the switch. You're transported to a star shrine with multicolor lakes around you. The ground is snow white. Go up into the star shrine. What? It's just like Old Hill. Go to the middle panel and step on it. (You are transported to a room with four panels) Step on the panel to the far left. Voice- Homncruse came to our world...he leaped the time... (FPR) Next. Voice- Homncruse has taken all of the scientifically advanced research. (FPR) Next. Voice- He has returned to the past, and now seeks world domination... (FPR) Next and last. Voice- We now send five Aquatallion Soldiers to destroy Homncruse. (FPR) Step on the yellow tile to go back to the present. Bosen appears. Bosen- I guess the mystery has been solved. But, I wonder...could Homncruse be destroyed without the Orb or Metlswrd? Party- Bosen, where the devil have you been? Why didn't you try to

help us? Bosen- Anyway, you can reduce Homncruse's power by half if you disable the Rimstera Lab. The entrance to the laboratory is in the town of Donto. Go to it! Ray! (FPR) Go outside and Fly By to Old Hill. Old Hill is back and better than ever before. There is now a theater (occupied) and a Blacksmith Shop (Unoccupied) Hmm, we want the best... hey! Wasn't there a Blacksmith called Gonto in Codo who was unhappy with his current job? Yes, he'll join you, but first you have to find him, as he's gone into hiding. Go behind the church and press down in different places. Eventually, you should go into the church, and who is that? Gonta! Talk to him. Gonta- No! I'll never go back to the shop. I hate only making pots or knives. I want to make a great weapon! Hey, aren't you soldiers? I bet I could help you. Say, can I join you? (yes) All right! Now I can leave this town! I'm Gonto the Blacksmith. I'll work for you now. Gonto the Blacksmith joined you! Now, it's time to finish things. Head for the Rimstera Lab in Donto. (Save and heal first)

The final Follower (LOS2)

Now, with your ultimate power in hand, march up to the very gates of the Rimstera Lab to find...that the door is closed? Man, what a mood buster. Wait! This is a walkthrough. I have the answers to everything! Go back into the northwest house and talk to the man again. Man- Huh?...Sigh...work again today...(the gates outside open and everybody goes inside) (FPR) Go into the Rimstera Lab. Step on the panel to enter the Steeler Lab. (Cody reached level 29: Learned Storm3) The monsters here include: Legs Robot A, Robot B, and Pattloid. Head right and down and then right and down to get Discarmar. (Don't equip) Go back up and take the middle black panel. Get the Barrier (?) Use the panel right below it to go back up. Use the bottom black panel. Here get the Mirror, then head up and use the panel. Use the gray panel near you and then the black panel. Use the gray panel in the upper right and get the Slivarmr. Head up, right and down for a panel. Head up and use the black panel. Go down for a Rat-Tail. Head farther down and left for a Moon-Drop. Go through the black panel. You're right in the middle of the engine room. There is a new enemy here called the New Moon. You have to flip all four of the outlying reactors for the main reactor to become flippable. Now, flip the master switch on the middle reactor. (The lab blows up and you realize that it was the off-limits lab in Decatas. You are now in Decatas. A lot of angry townspeople rush over) People- What happened?!...what the heck happened? The laboratory has been demolished! They did it! What made them do it? What are you doing? If Homncruse finds out about it...He'll destroy us all! We're all going to perish! (The mayor comes over) Mayor- I'm the mayor of Decatas. Huh...I see...you did it...by the way, I hear you're building a town. Okay...I think Homncruse is going to burn this town. Do you think we can live in your town? I don't want to hear it! Let's go to Old Hill (FPR) Oh crap, Sin City goes to Kansas...go back to Old Hill. Talk to the first girl you see. Girl- This is Old Hill...oops! We call it Decatas now.(FPR) What the hell?! Decatas...grrr. They better be lucky that I have to save the world, or I'd have a nice long talk with the mayor that involves Cody's 12400 gold Great-Axe. Talk to the mayor. A scene is witnessed where the mayor banished your party. The kids don't want you to go, but the adults force you out. You are no longer allowed at Old Hill. The scene shifts to Homncruse's domain, where it's starting to look a little bare now that we've killed three of his four followers. Homncruse- What do you think Jaguar? It looks like one of Godem's tricks. Jaguar- An island where the stars come...Brisben...Ray...hurry! (FPR) So, Jaguar is one of our friends? Who? Anyway, Fly By to Moreeyes. Heal, save and get in your chopper. Head east until you see a temple. Enter Brisben. Head between the water north. Godem appears. Ha, ha, ha...you're too late! This town is over...farewell! (Brisben explodes!) You are now in a ruined Brisben. Head north and step on the brown panel. Holy Crap, six stairs! Start with the one to the right. Follow it to get 20000 gold and a Moon-Drop. Ignore the stairs and keep going. You come out in the middle stairs of the first room. Head left to the next stairs. Head straight down for

Windshoes. (Equip Dan) Now head left and follow the path to another staircase. Head all the way right to come to a very familiar place. Go up the stairs and left to come to the main room. (Dan reached level 27) So, that's 3 out of 6 staircases covered. Head up to the only one left that you can go down right now. Follow the one way path and go down the stairs. Follow the one way path and go up the stairs. Again. Now go down the stairs. Follow the path down the stairs. Take the right stairs and head straight up for a barrier. (Ray reached level 31) Now Flee! and go outside and Fly By back to Moreeyes to heal and save. Now go back to Brisben and the upper staircase. Get back to where you were before, except now, take the left stairs. Head up the one way street and down the stairs. Head straight up until you are stopped. Godem- Hi guys, I understand you managed to make it here. The Pit of Darkness will be the best grave for homeless people like you (OUCH! That. Hurt.) Sleep in the Pit of Darkness forever!

~Godem~

Hit Points- Around 3000

Experience- 8240

Gold- 0

My Battle:

(Just to let you know, this is my second battle; Godem killed me three rounds in by using Bolt3 twice in a row.)

Leona-Mirror1-Leona-SUCCESS

Godem-Fire-All-24 (R), 35 (T), 40 (C), 40 (L), 35 (D)

Ray-Item-Mirror-Ray-SUCCESS

Tina-Item-Mirror-Tina-SUCCESS

Cody-Power2-Cody-SUCCESS

Dan-Item-Mirror-SUCCESS

Godem-Fight-Tina-47

Unity-Burn Blade-Godem-162

Tina-Fast3-All-SUCCESS

Cody-Power3-Cody-SUCCESS

Dan-Regain1-COMplete (R), 22 (T), 27 (C), 25 (L), 24 (D)

Godem-Fight-Cody-35

Unity-Burn Blade-Godem-174

Tina-Fast3-All-SUCCESS

Cody-Fight-Godem-65

Dan-Bomb2-All-72

Unity-Burn Blade-144

Godem-Bolt3-All-REFLECT 44 (G), REFLECT 50 (G), 102 (C), REFLECT 44 (G), REFLECT 44 (G)

Tina-Freeze3-All-67 (G)

Cody-Fight-Godem-CRITICAL-122

Dan-Bomb2-All-82 (G)

Unity-Burn Blade-Godem-154

Godem-Bolt3-All-REFLECT 47 (G), REFLECT 44 (G), 103 (C) FAINT, REFLECT 50 (G), REFLECT 48 (G)

Tina-Heal3-Cody-FAIL

Dan-Bomb2-All-76 (G)

Unity-Burn Blade-Godem-157

Godem-Fight-Ray-35

Tina-Life3-Cody-SUCCESS

Dan-Bomb2-All-74 (G)

Unity-Burn Blade-Godem-168

Godem-Fire3-REFLECT 44 (G)

Tina-Freeze3-All-56 (G)

Cody-Fight-Godem-57  
Dan-Bomb2-All-81 (G)  
Unity-Burn Blade-Godem-150  
Godem-Fight-Ray-21  
Tina-Freeze3-All-54 (G)  
Cody-Fight-Godem-46  
Dan-Bomb2-All-76 (G)  
Unity-Burn Blade-Godem-155  
Godem-Fight-Cody-41  
Tina-Freeze3-All-58 (G)  
Dan-Bomb2-All-78 (G)  
Cody-Fight-Godem-40  
Unity-Burn Blade-Godem-161  
Godem-Fire3-Cody-80  
Tina-Freeze3-All-61 (G)  
Eliminated Godem  
Won the battle!  
Got 8240 Ex

This battle can be easy or hard. Bring every Mirror that you have with you to this fight. You should have three. Have Ray, Tina and Dan use a Mirror, while Leona casts Mirror1 on herself. All magic cast will be deflected back to Godem (except for Cody) Don't bother to heal Cody, just have Tina cast Life3 on him when he dies. Ray and Leona should Burn Blade, Tina should cast Fast3 twice and then Freeze3 the rest of the fight. Dan should Bomb2/Heal2 whenever needed. Have Cody cast Power3 on himself twice and then melee. Godem should drop like a fly eventually (I didn't use any Mirrors in my first battle)

(Tina reached level 32) (Leona reached level 30: Learned Bolt3) Godem- Oh, great...after all of that power...can't destroy Homncruse...\*(FPR) \*-Yes, we can. Okay, get the chests. They contain Bestclaw (Leona's best weapon. Equip it now. It has a rapid attack. Cody gets the Fireswrd.) The Elfinbow (Kustera equip) The Iceswrd (Equip Ray. Freezel and Iceswrd make Ice Slash, which is your new Unity Combo) a Restore, and the Aquatium (key item). Take note that there is a brand spanking new unity combo that you can do: Devastate. Fire3, Freeze3, Storm3, and Bolt3 are combined. Really only good for random battles in the last dungeon though, since it takes so much mp. Now, head back to Old Hill.

Transitions (ORD2)

Go into Old Hill to meet a weird sight. Children- Scram you grownups, I'll get ya! (battle intro) Wa, wa, wait a minute! I said wait! Dynamite- Calm down, calm down. No need to get upset! They will never be here again since they were beaten so badly. Welcome back! I, Sir Dynamite and the kids fought off the forces from Decatas. They serve Homncruse. Huh, serves you right! Come, here, I found out something great! (goes into the shrine) I don't mean to show off, but I know there is something. (Panels slide back, showing symbols underneath them. A white pillar of light appears over the main panel. It turns red, and shines on the top panel. Blue, green, yellow and purple all correspond with different tiles. A door opens at the back of the shrine. You go through into a technological room that is the bridge of a ship.) Dynamite- This is great! I think that this has something to do with Ray's father. So, I didn't touch it. Search until your heart's content. (FPR) Go up to the control panel in front of the screen. Press A to get this message: When the five powers unite, this ship will voyage again. (FPR) Go back outside. Now go into Dynamite's lab and talk to the little girl in there. Girl- I say, Dynamite made a wonderful thing. Do you need it? (yes) Here it is! Got Vita-Plum! I hear he improved Baz's Plum-plum. It seems to have worked. I'll give you just one. (FPR) Now talk to Dynamite. Dynamite- Uh huh...five powers...I think it may be some of your items. By the way, what was Godem trying to defend in that island? (FPR) I'll

tell you what Godem was trying to defend: The Iums. You already have Aqutalium, that leaves the four temples in Brisben. Now, I refer you to the Kustera Quest section of this walkthrough. When you are done with that section, pick up the walkthrough right here.

Once all five Iums are in your possession, adjust your equipment. Here is what it should be: Ray, Tina, Cody, Leona, Dan- Metlarmr, Metlhelm, Metlboots. Ray- Iceswrd, Tina- Firecane, Cody- Fireswrd, Leona- Bestclaw, Dan- Boltcane. Now go to the shrine in Old Hill, with all five Iums in your possession. Go into the control room and talk to the control console. Flip the switch. Voice- Aqutallions, board the Mothership and face the final enemy. (Old Hill transforms into a giant UFO) You got the UFO ship Algos. (FPR) You are automatically transferred to the Jeep Volcano core. The last chapter of your journey is about to unfold. The question is, will you defeat Homncruse and bring peace to the entire world, or will you simply die upon the threshold of victory and never be seen again. Will Homncruse or Aqutallion triumph. The obvious answer is Aqutallion. Why am I so confident? Aqutallion has me in their corner and Homncruse doesn't.

Followers resurrected (AQU2)

So, you have a badass spaceship, Kustera and Aqutallion teams standing by. Head into the volcano. You see that door at the end of the walkway? Go through it. You should see some stars on the floor. Let's go investigate! Take a few steps forward and... Voice- Aha, ha, ha, ha! Here come the Aqutallions! I've been waiting. How stupid of them to oppose me! The powerful ruler of darkness... Homncruse!! Recover, my followers! You'll be the ones to destroy the Aqutallions! (All four followers appear) Homncruse- You better come...come to my lair and perish...Aqutallions! (FPR) Well, this sure doesn't look very good. Step onto the golden tile. We see Dram beside us but separated by a wall. Head north and see that it will be necessary to get all of the items by using the Kustera party. Swap! ...Oh \*\*\*\*, my Kustera party has a cumulative level of 73, while the Aqutallions have one of 149. \*sweatdrop\* not good. I suggest that you folks run from every battle you encounter. Okay, the door on the right leads to a linear path ending with a door. Go through and straight north to go through another door with a path that ends with another door. This time, take the right door for a dead end. Well, at least we opened up all of those doors. Back to the beginning and take the other door this time. The linear path ends with the Royalswrd item. Go through the next two doors, head north and go through the next one. Follow the one way path for a LONG time to get to yet another dead end. Flee and swap parties. Take the Aqutallion party through the north door and then the southern path. You are now at one of the places that the Kustera party went. Go through the golden door and down south towards the path that the Kustera so kindly opened for us. Gold door leads to an intersection. Take the western gold door. Courtesy of the Kustera, the way is open for you. Continue south, open the chest and heal. Prepare for...Bio Dram. (Cody reached level 30). Dram- I am Dram...Lord Homncruse has brought me back to life...down with you!

~Bio Dram~

Hit Points- 3030

Experience- 9383

Gold-

My Battle:

Cody-Power3-Cody-SUCCESS

Tina-Fast3-All-SUCCESS

Ray-Fire3-Dram- 81



Dram-Attack-Tina-41, rapid-32  
Dan-Bomb2-All- 70 (D)  
Leona-Mirror1-Leona-SUCCESS  
Leona-Bolt3-All- 98 (D)  
Ray-Fire3-Dram- 85  
Dram-Attack-Cody- 20, rapid-27  
Cody-Power3-Cody-SUCCESS  
Tina-Fast3-All-SUCCESS  
Dan-Heal2-Tina- COMPLETE  
Leona-Bolt3-All- 100 (D)  
Ray-Fire3-Dram- 83  
Dram-Attack-Ray- 17, rapid-17  
Tina-Slow2-Dram-FAILURE  
Cody-Attack-Dram- 57  
Dan-Bomb2-All- 76 (D)  
Leona-Bolt3-All- 102 (D)  
Ray-Fire3-Dram- 95  
Dram-Attack-Ray-29, rapid-13  
Tina/Cody Unity- Ice Storm-All- 85 (D)  
Dan-Bomb2-All- (76 (D)  
Ray-Fire3-Dram- 84  
Dram-Attack-Tina- 38, rapid- 27  
Dan-Bomb2-All-76 (D)  
Leona-Bolt3-All- 92 (D)  
Cody-Fight-Dram- 62  
Tina-Heal2-Ray- 91 recovery  
Leona-Bolt3-All- 94 (D)  
Ray-Fire3-Dram- 88  
Dram-Attack-Ray-20, rapid- 17  
Cody-Storm3-All- 77 (D)  
Tina-Freeze3-All- 61 (D)  
Dan-Bomb2-All- 70 (D)  
LEona-Bolt3-All- 99 (D)  
Cody-Fight-Dram- 70  
Tina-Freeze3-All- 61 (D)  
Ray-Fire3-Dram- 93  
Dram-Fight-Ray-32, rapid- 32  
Dan-Bomb2-All- 82 (d)  
Leona-Fight-Dram-59, rapid-48  
Ray-Fire3-Dram- 88  
Dram-Attack-Ray-22, rapid-26  
Tina-Freeze3-All-54 (D)  
Cody-Fight-Dram- 57  
Dan-Bomb2-All- 79 (D)  
Dan-Bomb2-All-80 (D)  
Leona-Fight-Dram-51, rapid- 53  
Cody-Fight-Dram-72  
Tina-Heal3-Ray- COMPLETE  
Ray-Fire3-Dram-80  
Dram-Attack-Ray-19, rapid- 19  
Leona-Fight-Dram-45, rapid- 56  
Ray-Fire3-Dram-90  
Eliminated Bio Dram!  
Won the Battle!  
Got 9383 Ex.

Bio Dram is really nothing special. You can either follow my strategy above or just whale on him. There are two variables though: You can either have Leona cast Bolt3 the entire battle...or have her rapid attack with the BestClaw. The damage is very similar, and it leaves Leona's mp open. Cody can either cast

Power3 3 times and have his mp open for the rest of the battle or just cast Storm3 the whole time. Like I said before, the damage is very similar. Another thing, no Unity magic should be used in this battle; it just doesn't do enough damage. Slow does not affect Dram, but that shouldn't keep you from Fast3ing your entire party 3 times. Dram's only attack is just that, an attack followed by a rapid attack.

(Dan reached level 28: Learned Regain3) And step on the yellow tile to exit. Head back to Old Hill and get everybody healed up (both parties) and send the Kustera into the new area. Beside us, yet separated, is Booth. Head north and through the left gateway. Next head east at the path-split because the southern exit is blocked. Head through the gate and open the door for Aqutallion. For now, switch parties. Sen Aqutallion in and take the right path. (Before fighting Booth, get Dan up to level 29) Go through the gate at the end and open up the path for Kustera. Go through the Aqutallion gate and south through the open gate. Wave hello to your fellow companions as you pass their avatar. As usual, go through the gate and then west to open a door for Kustera. The northwest gat is your next destination. At the end of its path lies a treasure chest and Booth, but let's take the left offshoot first. ( Leave the right path for later) Walking along the path, you should soon come to its end. And awaiting you is a Wizrobe, which should be equipped on no one. At the end of the road is a dead end, so swap parties. Head back to the path-split and this time go south and through the designated Kustera door. Head south through the gate and then through the southwestern door. Open the door and (wave to your friends) head through the Kustera door. Head along the winding path to reach Booth. If you so wish, you can fight Booth with either party, but I would highly suggest going with an Aqutallion party. So swap parties, head back towards Booth, and as soon as Dan has leveled you can fight it. (Leona reached level 31) (Ray reached level 32) (Tina reached level 33) (Dan reached level 29) Now, talk to Booth. Booth- Ha, ha, ha!...It's all because of Homncruse that me met. We both bid you a farewell fight!

~Bio Booth~

Hit Points- 3450  
Experience- 10543  
Gold- 0

My Battle:

Leona-Mirror1-Leona-SUCCESS  
Booth-Attack-Dan-51  
Ray-Fire3-Booth-91  
Tina-Fast3-All-SUCCESS  
Cody-Power2-Cody-SUCCESS  
Dan-Bomb2-All- 72 (B)  
Leona-Bolt3-All- 95 (B)  
Booth-Fire3-Tina-85  
Ray-Fire3-Booth-86 I win ;)  
Tina-Fast3-All-SUCCESS  
Cody-Power2-Cody-SUCCESS  
Dan-Bomb2-All- 80 (B)  
Ray-Fire3-Booth-92  
Booth-Bomb3-All- 100, (R) 107 (T) Tina has been eliminated 108 (C), (Reflect to Booth) 54, 104 (D)  
Dan-Bomb2-All- 80 (B)  
Leona-Bolt3-All- 98 (B)  
Cody-Power2-Cody-SUCCESS  
Leona-Bolt3-All-102 (B)  
Cody-Fight-Booth-45

Ray-Life2-Tina-Tina has been revitalized  
Booth-Attack-Dan-49 Dan has been eliminated  
Leona-Bolt3-All-88 (B)  
Booth-Attack-Cody-36  
Ray-Fire3-Booth- 80  
Cody-Power2-Cody- SUCCESS  
Tina-Life3-Dan- Dan has been revitalized  
Leona-Bolt3-All- 103 (B)  
Booth-Bomb2-All- 74 (R), 82 (T), 75 (C), Cody has been eliminated, (reflect to Booth) 38, 70 (D)  
Ray-Fire3-Booth-81  
Tina-Freeze3-All- 58 (B)  
Dan-Regain3-All-COMplete (R), COMPLETE (T), COMPLETE (L), COMPLETE (D)  
Leona-Bolt3-All- 97 (B)  
Booth-Bomb3-All- 110 (R), 109 (T), (reflect to Booth) 52, 102 (D)  
Ray-Fire3-Booth- 93  
Tina-Life3-Cody-SUCCESS  
Dan-Bomb2-All- 82 (B)  
Leona-Attack-Booth- 50, rapid- 54  
Booth-Bomb3-All- 97 (R), 98 (T) Tina has been eliminated, 110 (C), (reflect to Booth) 53, 111 (D) Dan has been eliminated  
Ray-Fire3-Booth- 87  
Cody-Attack-Booth-47  
Leona-Restore-Dan- Dan has been revitalized  
Booth-Bomb3-All- 109 (R) Ray has been eliminated, 97 (C), Cody has been eliminated, (reflect to Booth) 54, 111 (D) Dan has been eliminated  
Booth-Bomb2-All- (reflect to Booth) 34  
Leona-Attack-Booth- 53, rapid- 53  
Leona-Attack-Booth- 44, rapid- 46  
Booth-Bolt2-Leona- (reflect to Booth) 33  
Leona-Attack-Booth- 49, rapid- CRITICAL 106  
Booth-Attack-Leona- 49  
Leona-Attack-Booth-CRITICAL 102, rapid- 49  
Booth-Bomb2-All-(reflect to Booth) 37  
Leona-Attack-Booth-46, rapid- 49  
Booth-Bolt2-Leona-(reflect to Booth) 36  
Leona-Attack-Booth- 56, rapid- 45  
Booth-Bomb3-All- (reflect to Booth) 54  
Booth-Bomb3-All- (reflect to Booth) 50  
Leona-Attack-Booth- 50, rapid- 38  
Booth-Bolt2-Leona- (reflect to Booth) 38  
Leona-Attack-Booth- 41, rapid- 55  
Leona-Attack-Booth- CRITICAL 100, rapid- 46  
Booth-Bomb3-All- (reflect to Booth) 51  
Booth-Bomb2-All- (reflect to Booth) 40  
Leona-Attack-Booth- 35  
Eliminated Bio Booth!  
Won the Battle  
Got 10543 EX

Damn...that battle was...hard. The first extremely hard battle in the game. This (insert favorite R rated word here) really packs a cheap punch. Bio Booth is really fond of casting Bomb3 two and even 3 times in a row. The FIRST thing that you should do is have Leona cast Mirror1 on herself if you want to win this battle. Along with Bolt2, Bomb2 and Fire3, Bio Booth has just earned my Cheapest Boss award for this game. Have Cody cast Power2 four times and then attack normally. Ray should Fire3 until his mp goes below 20. Burn Blade with Cody and do some damage at that point. Tina should be a strict Fast3, Heal 2-3, and Life3 person. If a person faints, use Life3 to restore them to full in case Booth uses Bomb3 multiple times. Leona should either Bolt3 or attack normally,

the choice is yours. She will be, most likely, the only person left standing at the end of this battle. Dan should Bomb2 and Regain3 depending. He's kind of a worthless healer in this battle, because he usually attacks last and therefore cannot get a crucial Regain3 in before Booth uses Bomb3 again. Like I said before, Bio Booth uses Bomb3 like I use Fire3: insanely. Just try to do as much damage as possible before it goes to the Leona vs. Booth with-all-of-the-dead-party-members-as-spectators fight. Seriously, this will be a hard fight.

Head onto the tile and exit back to Old Hill, where you should heal up. Go back into the volcano and step onto the third tile. We see Gara, but once more separated. Walk north and take the only path available to you. Open the door for the Kusteras and then go south. (Cody reached level 31) Stop at the closed door and swap parties. Send the Kusteras along the middle path and then south along the western path through the door that the Aqutallions opened for you. Head through the gate, along the linear path, and through the next gate. Open the door for the Aqutallions and swap parties. Head the very short way that you can and switch parties once more. Go back along the path until it splits. Take the eastern path this time and then along the winding path until you reach a gate. Go through it, open the door for Aqutallions, and then switch parties. Go the short way that you can and switch parties. Flee, then go back in and take the path on the left. Head along the path and open the door for Aqutallion. Switch parties. Go through and get the Brknmoon, heal up, and attack Gara. Gara- Ho, ho, ho...I never thought I'd see you again...this time, I'll destroy you.

~Bio Gara~

Hit Points- 3720  
Experience- 11873  
Gold- 0

My Battle:

Leona-Mirror1-Leona-SUCCESS  
Ray-Fire3-Gara-80  
Cody-Power2-Cody-SUCCESS  
Tina-Fast3-All-SUCCESS  
Gara-Attack-Ray-28  
Dan-Bomb2-All- 70 (G)  
Leona-Bolt3-All- 96 (G)  
Ray-Fire3-Gara-80  
Cody-Power3-Leona-SUCCESS  
Tina-Fast3-All-SUCCESS  
Gara-Storm3-All-78 (R), 64 (T), 76 (C), (reflect) 35, 68 (D)  
Dan-Bomb2-All- 72  
Ray-Fire3-Gara-95  
Gara-Attack-Ray-35  
Dan-Regain3-All- COMPLETE (All)  
Leona-Attack-Gara- 58, rapid- 55  
Cody-Power2-Cody-SUCCESS  
Tina-Fast3-All-SUCCESS  
Leona-Attack-Gara-CRITICAL 132, rapid- 49  
Ray-Fire3-Gara-82  
Cody-Power3-Leona-SUCCESS  
Tina-Fast3-All-SUCCESS  
Gara-Bolt2-Cody-78  
Dan-Bomb2-All- 79 (G)  
Leona-Fight-Gara-55, rapid- 71  
Ray-Fire3-Gara- 95

Tina/Cody Unity-Ice Storm-All- 90 (G)  
Gara-Bolt2-Tina-66  
Dan-Heal2-Cody-COMLETE  
Leona-Attack-Gara-57, rapid- 65  
Cody-Storm3-All- 68 (G)  
Tina-Freeze3-All- 54 (G)  
Ray-Fire3-Gara- 81  
Gara-Storm3-All- 67 (R), 79 (T), 67 (C), (reflect) 39, 75 (D)  
Dan-Heal2-Tina-90  
Leona-Attack-Gara-CRITICAL 136, rapid- 60  
Ray-Fire3-Gara-83  
Cody-Attack-Gara-72  
Tina-Slow2-Gara-FAILURE  
Gara-Freeze3-All- 65 (R), 57 (T), 60 (C), (reflect) 33, 62(D)  
Dan-Regain3-All-COMLETE (All)  
Leona-Attack-Gara-54, rapid-68  
Ray-Fire3-Gara- 83  
Cody-Attack-Gara-69  
Tina-Brknmoon-Dan-13 mp  
Gara-Storm3-All- 70 (R), 65 (T), 74 (C), (reflect) 38, 77 (D)  
Dan-Bomb2-All- 80 (G)  
Leona-Attack-Gara-CRITICAL 136, rapid-59  
Ray-Fire3-Gara-89  
Cody-Attack-Gara-71  
Tina-Brknmoon-Dan- 16 mp  
Gara-Storm2-All- 39 (R), 39 (T), 46 (C), (reflect) 17, 40 (D)  
Dan-Use-Boltcane- 32  
Leona-Attack-Gara-60, rapid- 66  
Ray-Fire3-Gara-86  
Cody-Attack-Gara- 78  
Tina-Fast3-All-SUCCESS  
Gara-Attack-Dan-33  
Dan-Regain3-All-COMLETE (All)  
Leona-Attack-Gara-69, rapid- 62  
Ray-Fire2-Gara-43  
Cody-Attack-Gara- 62  
Tina-Freeze3-Gara-66  
Gara-Freeze3-All- 60 (R), 62 (T), 55 (C), (reflect) 33, 62 (D)  
Dan-Bomb2-All- 69 (G)  
Dan-Use-Boltcane-41  
Leona-Attack-Gara-CRITICAL 146  
Eliminated Bio Gara!  
Won the Battle!  
Got 11873!

Hmm, after that intense Bio Booth fight, I kind of expected this one to be even harder. Compared to the previous boss, this one is a pushover. Just have Ray use Fire3 every turn, Tina Fast3 for five turns and then Freeze3/Heal2-3 for the rest of the battle, Cody cast Power3 on Leona three times and then on himself three times. After that, he can attack normally for the entire fight, as can Leona. Dan should use Bomb2 a maximum of five times this fight, as his Regain3 will be in high demand. If he runs out, don't be frugal like I was, but use one of your many moondrops. After you've used Bomb2 five times, use the item Boltcane on Gara for around forty damage. Gara attacks normally, uses Storm2 and Storm3, as well as Freeze3 and rarely Bolt2. This should be fairly easy.

(Leona reached level 32) Save, heal, and then go into the next dungeon. Okay guys, before you fight Godem, Dan needs to be at level 30. Ah, Godem. His vicious Bolt3 attack still rings in my ears. He is the only boss that I've ever

lost to, and wins my Coolest Looking Boss award. His Bio form takes 2nd place. Head north to see...we can face the boss already? Not only did that rhyme, but it bodes ill with me. Go north through the door. Godem can wait. But first, open the chest for a valuable mirror, which will be used in the upcoming fight. Take the eastern road and then east once more. Go through your gate and open the Kustera path. Head through your gate, open the door, and keep going to get the Boltswrd, which should be equipped to Cody. Keep going (open the doors) and come out at the beginning. There is absolutely nothing here for the Kustera party, so train up Dan and then attack Godem. (Dan reached level 30 : Learned Bomb3) Godem- Heh, heh, heh...Lord Homncruse's power brought me to this world. Tale this!

~Bio Godem~

Hit Points- 4110  
Experience- 13490  
Gold- 0

My Battle:

Godem-Attack-Tina-DODGE, rapid- 62  
Leona-Mirror1-Leona-SUCCESS  
Ray-Mirror-Ray-SUCCESS  
Cody-Power3-Leona-SUCCESS  
Tina-Mirror-Tina-SUCCESS  
Dan-Bomb3-All-98 (G)  
Godem-Attack-Ray-45, rapid- 47  
Leona-Attack-Godem- 61, rapid- 52  
Ray-Fire3-Godem-88  
Cody-Power3-Leona-SUCCESS  
Tina-Heal2-Tina--COMPLETE  
Dan-Bomb3-All-111 (G)  
Godem-Attack-Tina-61, rapid- 61  
Leona-Attack-Godem- 54, rapid- 65  
Ray-Fire3-Godem-93  
Cody-Power3-Leona-SUCCESS  
Tina-Fast3-All-SUCCESS  
Dan-HEal2-Ray-86  
Godem-Bolt-All-25 (R), 37 (T), 22 (C), 18 (L), 37 (D)  
Leona-Attack-Godem-70, rapid- 61  
Ray-Fire3-Godem-87  
Cody-Power2-Cody-SUCCESS  
Tina-Fast3-All-SUCCESS  
Dan-Heal3-Tina-COMPLETE  
Tina-Fast3-All-SUCCESS  
Ray-Fire3-Godem-93  
Godem-Attack-Ray-50, rapid- 57  
DAn-Boltcane-34  
Leona-Attack-Godem- 66, rapid- 55  
Cody-Power2-Cody-SUCCESS  
Godem-Bolt-28 (R), 22 (T), 33 (C), 37 (L), 28 (D)  
Leona-Attack-Godem- 67, rapid- 71  
Ray-Fire3-Godem-86  
Cody-Attack-Godem- 60  
Tina-Fast3-All-SUCCESS  
Dan-Heal3-Tina-COMPLETE  
Godem-Attack-Ray-34. rapid- 29  
LEona-Attack-Godem- 73, rapid- 60  
Ray-Fire3-Godem-90  
Cody-Attack-Godem-58

Tina-Fast3-All-SUCCESS  
Dan-Regain2-All-COMLETE (All)  
Godem-Bolt3-All- (reflect) 44, (reflect) 48, 102 (C), (reflect) 51, 101 (D)  
Leona-Attack-Godem-61, rapid- 71  
RAy-Fire3-Godem-91  
Cody-Attack-Godem-63  
Tina-Fast3-All-SUCCESS  
Dan-Bomb3-All-96 (G)  
Godem-Fire- 38 (R), 45 (T), 40 (C), 42 (L), 45 (D)  
Leona-Attack-Godem- 64, rapid- 66  
Ray-Fire3-Godem- 93  
Cody-Attack-Godem- 50  
Tina-Heal2-Cody- 93  
Dan-Bomb3-All- 111 (G)  
Dan-Regain3-All- COMPLETE (All)  
LEona-Attack-Godem- DODGE, rapid- 60  
Cody-Attack-Godem- 69  
Tina-Fast3-All-SUCCESS  
Ray-Fire3-Godem-84  
Godem-Attack-Tina- 52, rapid- 40  
Godem-Fire-38 (R), 76 (T), 38 (C), 62 (L), 42 (D)  
Leona-Attack-Godem- 58, rapid- CRITICAL 136  
Ray-Fire3-Godem-89  
Cody-Attack-Godem-73  
Tina-Heal2-Tina-91  
Dan-Boltcane- 33  
Godem-Attack-Leona-43, rapid- 39  
Leona-Attack-Godem- 57, rapid- CITICAL 136  
Ray-Fire2-Godem-41  
Cody-Attack-Godem-57  
Tina-Heal2-Leona-91  
Dan-Boltcan-Godem-43  
Godem-Attack-Tina-CRITICAL 118 Tina has been eliminated  
Leona-Attack-Godem- 55, rapid- 54  
Ray-Attack-Godem- 52  
Cody-Attack-Godem- 66  
Dan-Boltcane-Godem- 41  
Godem-Bolt3-All- (reflect) 44, 101 (C), (reflect) 45, 94 (D) Dan has been  
eliminated  
Leona-Attack-Godem-CRITICAL 146  
Eliminated Bio Godem!  
Won the Battle!  
Got 13490 Ex!

Well, that was a pretty hard fight. I started by using a mirror on Ray and Tina and then Mirror1 on Leona. Tina casts Fast3 the entire fight. Cody casts Power3 on Leona three times and the twice on himself. He then fights normally, as does Leona. Dan casts Bomb3 a maximum of three times and then uses Regain2-3 or the Boltcane at his discretion. Ray casts Fire3 the entire time. Godem almost always attacks normally with a rapid attack tacked on. Other then that, he blows fire and creates Bolts (both are not reflected by Mirrors or Mirror1) and uses his old friend Bolt3. That is why you use the Mirrors and Mirror1. Don't save the Mirrors for the final battle, because Homncruse has a nasty habit of making everyone's status return to normal.

(Ray reached level 33) (Cody reached level 32) Save, heal and head back to the dungeon.

To kill a Nightmare (NIG2)

With his followers dispatched once more to the afterlife, Homncruse cannot be pleased. You start out in a cave. Walk east from your starting position (Leona reached level 33) If you encounter any hard monsters, use the devastate spell, which is formed by combining all four level three black magic spells. (Tina reached level 34) At the end of this hard path lies a chest with Plumwater in it. Flee, heal and save. Now head down the ladder to depths unknown. The path is extremely linear, mainly testing your endurance to the monsters around you. Pass the ladder to get to a chest containing a mirror. Now go down the ladder. Let me mention this now: DO NOT HEAL BEFORE FIGHTING HOMNCRUSE. It is a battle you can literally not win. Follow the path and go down the ladder. At the end of this path lies a Warp Star. Step on it. You are in the Homncruse throne room! Step onto the chair. Voice-... so, you finally made it here. \*Jaguar and Homncruse appear\* Homncruse- Heh, heh, heh... welcome Aqutallions. Your powers cannot harm me. Jaguar! You are the first to greet our guests. What's wrong? Jaguar...? Why don't you fight? Heh, heh, heh... you're foolish! I knew you would betray me...Jaguar...No! Bosen! I already knew that you were a spy sent from the future. \*Jaguar turns into Bosen\* Bosen- Homncruse! Look at my face! You should recognize this face! Homncruse- You...you! Bosen- Homncruse...It was I who helped you when you came to the future. I have taught you all of the science of the future...However, you betrayed the future and wanted to rule with darkness. I knew it was all my fault. So, I have come from the future to destroy you myself! Homncruse, you shall fall before me! Homncruse- Aha, ha, ha. You fool, I don't remember you! Now, feel my wrath! \*Beats the crap out of Bosen\* Bosen- Look.....Homncruse! Homncruse- Now it is time for you children! Come Aqutallions!

~Homncruse~

Hit Points- Unknown

Experience- 0

Gold- 0

Don't even try to win; you can't.

Bosen- No...no...this is just an illusion of Homncruse...Ray...the Metlswrd...Without the Metlswrd, you cannot beat Homncruse... Go to the Red Fountain with this... (Got Aqt-Stone) Homncruse- I won't let you do it!! \*transports you out\* Go back to Old Hill, save, and head back to the place where you first became a Penon, here on Heart Island. (Dan reached level 31) Go through the end of the cave and through the door. Head to the back of the room and enter Red Fountain. Step onto the Warp symbol. \*That's a fountain of Actos\* Found Metlswrd. Ray's Father- Ray...my son! Homncruse is shrouded by a false appearance; break it with this orb! Got Lightorb! Go back to your ship, buy about 20 bread so you can heal without magic points before you fight Homncruse, and prepare to see if you can kill a Nightmare.

A Personal Dispute (APD2)

So this is where my new guide picks up. I regret to say that I forgot my old practice of recording boss fights blow by blow. I am sorry about that, but I will give a viable strategy for Homncruse's demise.Return to Homncruse in Jeep Volcano. Approach the throne and step on it to trigger this final battle.

~Homncruse (Blue)~

Hit Points- 0

Experience- 0

Gold- 0

On the first turn of this battle have everyone buff up except Ray. He should use



the Lightorb. As he uses the Lightorb, 4 yellow orbs of light spring out of the ground and go crashing into Homncruse. He glows with an ominous light and turns into....

~Homncruse (Red)~

Hit Points- 3669

Experience- 0

Gold- 0

He uses Fire3 which is good for about 75-100 damage against one target as well as regular Blown Fire (30-50 all). Bomb3 is also in his repertoire, doing 100-150 damage to all party members. If you are at a very high level (35-40ish) then you can breeze through this battle by sheer brawn and use Devestate (thanks for the emails people!) or you can take the cautious approach and have Dan cast Regain2 each round while Ray attacks using the Metlswrd, Tina being Healer and Freeze3 user, Cody using Power3 on himself and then on Leona and attacking him, and Leona using Mirror and then Bolt3 to tidy up or using her rapid attack. But here is my warning: Don't buff up TOO much, because Homncruse uses Land, which can erase all party buffs. He should be down in a few rounds. Just keep your hp above 250. Homncruse dissolves and the battle is won! Or...is it?

The party appears in front of an empty throne, and all is silent. Then a flash of blue strikes the throne, and then again. Homncruse's flaming red head appears above the throne. Homncruse-...Lightorb...I was defeated by the last Aqutallions because of it. But I'm not afraid of it any longer. I get new power owing to Rimstera...This time, a Final Battle!

~Homncruse: Demon Dragon~

Hit Points- 6666 (funny, huh?)

Experience- 0

Gold- 0

And now begins the final battle. He is brutal, and can hit for a hell of a lot of damage. He has a regular attack which can hit from 1-125 damage on any one target. He can create Bolts, which do 40-60 damage to all party members and call down Bolt3, which is 100+ damage to everyone. Once again the move Land makes an appearance. The Metlswrd always gets a sharp hit, so keep using that Ray. Otherwise, use a normal strategy of Tina and Dan healing and with Cody and Leona doing their normal things. KEEP THE HP ABOVE 200 AT ALL TIMES. Eventually, the Prince of Darkness will fall.

Warning- Past this point lies the entire conclusion to the game, with everything laid bare. Thank you for reading this guide and I hope you enjoyed it. Reviews are always welcome as well as constructive criticism.

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Stars of Hope (STAR1)  
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As you strike the final blow to the ultimate evil, he glows navy and melts away into nothingness. The battlefield glows with a bright yellow light, and you know that the enemy is gone for good. Homncruse is defeated. Won the Battle!

Homncruse- Awe...darn...Aqutallion...I will be reborn...I, born into the darkness hate humans! I...will hate you...who...brought me...back to...life ...forever!\*The fiery figure of Homncruse's head fades out of existence as the

ghost of docter Parakless appears on the throne\* Parakless- Homncruse, my dearest son...come back to me...to me! Homncruse- Parakless! You! I hate you too! Uh...\*they both disappear\*. Jeep Volacano starts shaking and the throne room is engulfed in purple fire! Suddenly the UFO picks them up and they rocket out of the volcano just as it starts to erupt. The view then cuts inside the UFO, where Bosen is standing. Bosen- Ray...Tina...Cody...Leona...Dan...thank you...Farewell! \*Bosen disappears, either dead or gone back to the future\*. The screen fades to black and we see the UFO above the ocean, heading in a western direction. Suddenly we recognize landmarks; the cave of Badbad, Beegees, and then finally our home- Old Hill. The UFO beams the town, buildings and all, back onto the ground. The view cuts to ithe town. Uncle Save- Well, it seems like we're alive. I can't imagine what could have happened to us. Kid- Where are Ray and his friends? Robo- Still inside the UFO. Dynamite- Maybe those guys are going back to the future. Kid-WHAT!? Morgan-We destroyed Homncruse anyway, so... Baz- They can't taste the crops that I planted? Uncles Save (apparently ignoring everyone except the kid)- Kid, we finally got a new home. But their real home is somewhere in another world. I bet everyone wants to return to his or her true home. They are our one and only friends...you should not ask them for the impossible. Kid-..... Okay... Uncle Save- But I believe that they are coming back here again, someday. Why don't we wait until then? \*The screen fades to black, and then we see Ray and his party standing before his father in the UFO. Ray's father- Ray! Come back Ray! You've fought enough. You are from the future...you will soon greet the future. Come here, Ray. Ray...\*fade to black and then back to the town.\* Kid- Oh! \*A beam of yellow light strikes the ground and Ray and the party walk out\* Aqutallions- Everybody...I'm back. Welcome home, and welcome to Avalon. (okay seriously, WTF is that?!) The screen fades to black and we see the UFO soaring through space and the credits start to roll. After 2 or 3 minutes, a message pops up: The end.

But wait, don't turn off the old SNES yet! Wait about 30 seconds and a surprise comes. We're back at the intro to the game, in Uncle Save's house in Likado. Uncle Save- As it was, the Aqutallions decided to stay at Old Hill and lived happily ever after. \*Uncle Save looks around the room, as Ray is no longer in front of him listening to his story. He catches sight of him asleep in the bed by the window.\* Uncle Save- Well, I've told you of a rare adventure, but that's okay. I wonder what kind of adventure awaits. Stars of hope...

Well, it is finally over. The final chapter of this walkthrough just came to its close. Once more, I thank you all for reading and for being kind to me. If you disliked the newest portion of the guide, I apologize for not being as detailed as I used to be. And now, I bid you all farewell, and hope that you liked this game as much as I did.

PS- I went through hell to format this right.

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Kustera Quest (KUS3)  
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You've probably noticed that there is a gray square in addition to a yellow square in each of the four elemental temples. Each one is a dungeon for the Kustera with a key item at the end. There are items, weapons and monsters in each. By the time that you get to each temple, the monsters will all be familiar to you. I'll provide a walkthrough for each temple. First of all, get the Dragswrd (Edon basement) Fireswrd (Booth's Castle) Iceswrd (Brisben basement) Greatspr (have Aqutallion buy it in Hidon) and the Elfinbow (Brisben

basement). Have the Aquatallion party buy the Kustera Silvrarmr. Your party should be David, Ryu, Jubei, Shark and Kathy. David gets the Fireswrd, Ryu gets the Dragswrd, Jubei gets the Iceswrd, Shark gets the Greatspr and Kathy gets the Elfinbow.

~The Temple of Fire~ (TEF3)

The Fire Temple is located north of Beegees. I am wisely not going to say what level I'm going in as. All that I'm going to say is that I spent three hours leveling up. Go in and step on the gray panel. Go down the stairs and head south down the stairs and then north for a Magbranch. Go back up the stairs and this time turn left and then north for a Restore. Keep going south and down the stairs. Follow the path and go down the first stairs that you see for 500 gold. Go back upstairs and head north for another staircase. Head right and down to get to some more stairs, which you should take. Follow the path, taking the first stairs that you see. In here is an Antidote, Longswrd and Iridium, which is your second idium. Go back up the stairs and follow the path for a Rat-tail. Go back along the path the way that you came and go down the stairs. Head left and up for a Moon-drop. Continue north and take the left stairs. Get the Holycane and head south. Go down the stairs and head north once more, this time taking the stairs on the right. Go back to the stairs leading up and take them. Head north, east, south then east to get back to the entrance. This time take the right path. Go north for 500 gold. Now exit and go back to Old Hill to save and heal.

~The Temple of Water~ (TEI3)

The Water Temple is located west of the Victory Bridge and north of Kaja-house. Go inside and step on the gray panel. Go down the stairs, break the barrier, head east and then south down the stairs. Head north for an Anglehat and keep going on. Take the eastern path and go up the stairs. Head south and take the right path and then right for a Restore. Head south, east and the north to go downstairs. Then head north for an Asprin and then south and west at the first section. Go down the stairs and then north for Ultrium, which is your third idium, 1000 gold, and a Barrier. You can either use Fleel to leave now, or get more of the pitiful treasure that this dungeon holds. Head back the way you came until you get to the road where the Restore was. Head west and then south for an Asprin. Then head north and west for a Plum-plum. At this point, the monotony got to me and I used Fleel. If there is anything else interesting in this place, give me an e-mail please. Head back to Old Hill, save and rest.

~The Temple of Wind~ (TEW3)

The Wind Temple is located northwest of Codo. Fly By there and head north, west, north, west, north, west and then south. Follow the path to get to the Temple of Wind. Once inside, step onto the gray tile to be transported to the dungeon. Head down the stairs and south through the first staircase. Go downstairs and then northwest between the two lakes and then south for a Rat-tail. Go back and head northwest up the stairs. Head east and go up the stairs. Now you're back at the four staircases. Head left and go into that staircase. Go southwest along the one way path to get an Asprin. Go back to the main room and go through the only remaining staircase. Head south between the two lakes and go down the staircase. Here, head northwest and then south up the staircase to get 2000 gold. Continue south and go down the staircase. Here, head north to get a moon-drop. Then head southwest and then southeast to go up the staircase. Then go up another staircase and head north to get a Barrier, a Firecane, (Equip Tina later) and the Eledium. Use the Rat-Tail to exit and Fly By back to Old Hill so you can rest and save your game.

~The Temple of Earth~ (TEL3)

The Temple of Earth is located northwest of the Architech's house. Sail northwest from Old Hill to the Architech's house, and then sail west. You should see it almost immediately. Once inside, step onto the gray tile. Go down the stairs, break the barrier, and go down the stairs again. Head north and then west down the stairs. Now head east down the stairs. Head all the way north here for a Crown. Head slightly south and then east. Head north down the stairs. There is a Brknmoon here. Go back up the stairs and east. Right beside the stairs is a chest containing a Rat-Tail. Go down those stairs and south. Take the east path to get a Calmcane. Head further south and then west. Take the back set of stairs. Go down the stairs and then head north for Bread. Take the right hand path down and right for an Idoldress. Now go way back to the two sets of stairs and take the front set. Head up the stairs again and then go west and north to get back to the beginning of this dungeon. Don't leave yet, as we don't have the ium. Head down those stairs once more. Head all the way north to get a Restore. Go back down the western stairs and the next. Trace the familiar route and go down the steps. Head south and take the west path, turning left halfway down. Head along the path and up the stairs. Then head southwest down the stairs. Go north and up the path to the stairs. Go east and down the stairs. Head south and around the pond north to go down the stairs. Go west and up the stairs. Take all of the staircases on the one way street. Finally, we're at the treasure room. The treasure chests are: A Mirror, Boltcane (equip Dan later) and...Organium. Flee and Fly By back to Old Hill, deposit the weapons and the iums and swap back to the Aqutallions.

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Credits (CRE4)

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I would like to thank my friend Matt, for making me write this walkthrough to help him with this game, my Mom, for buying me this game six years ago, my friend Ben, who fixed up a nice computer for me to write these walkthroughs on, and Tecmo Ltd., for making a Video Game that challenged me. Also, I would like to thank Gamefaqs, lup, and Neoseeker for hosting my guide, and for every person that reads it. Thank you.